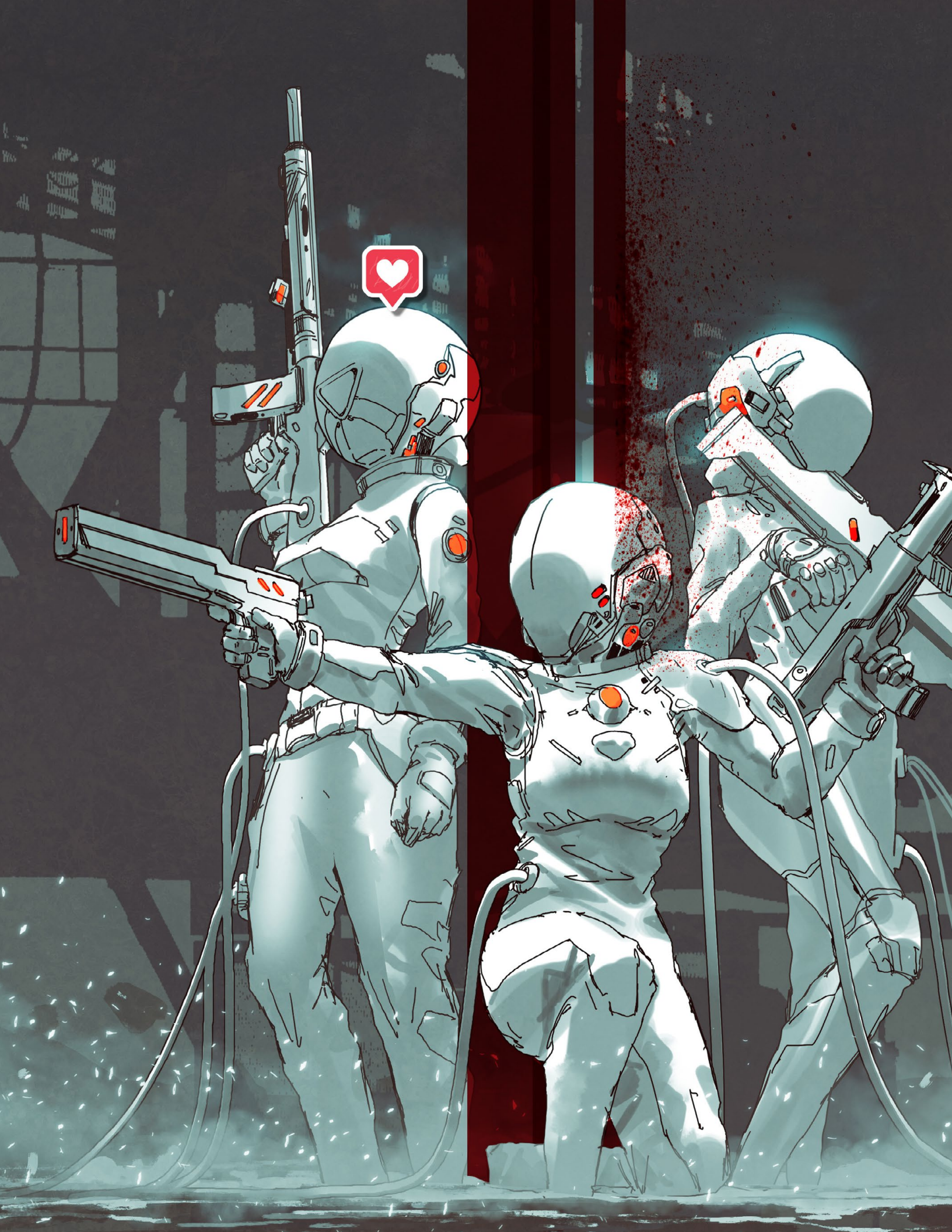


# FRAGGED CYBERPUNK





# TABLE OF CONTENTS

## 4 LORE

- » Nega City Map 18
- » Short Story: Neon Rain 19
- » Fall of Humanity 20
- » Example Slang 21
- » Nega City 22
- » Megahabs 23
- » Makers
- » S.E.C
- » Keepers
- » Yalluma Clan
- » AUGs
- » Digital

## 25 RULES

- » Character Creation 42
- » Step by Step Guide
- » Play Style icons
- » Form
- » Encoding
- » CHITS
- » Attributes
- » Skill Rolls
- » Strong Hits
- » Skill Lists
- » Non-Combat Skills
- » Impair, Stealthed, & Override.
- » Combat Skills
- » AUGs
- » Drive Re-Rolls
- » Spare Time Points
- » Acquisition
- » Slots
- » Power
- » Virtual Reality (VR)
- » Equipment
- » Weapon & Stance Creation
- » Weapons
- » Weapon Kind
- » Stance
- » Misc Items, Services & Tasks
- » Combat
- » Turn
- » Action List
- » Movement
- » Attack Roll
- » Range
- » Munitions
- » Cover
- » Damage & Death
- » Healing Rolls
- » Wpn Type: Companion

## 58 GM GUIDE

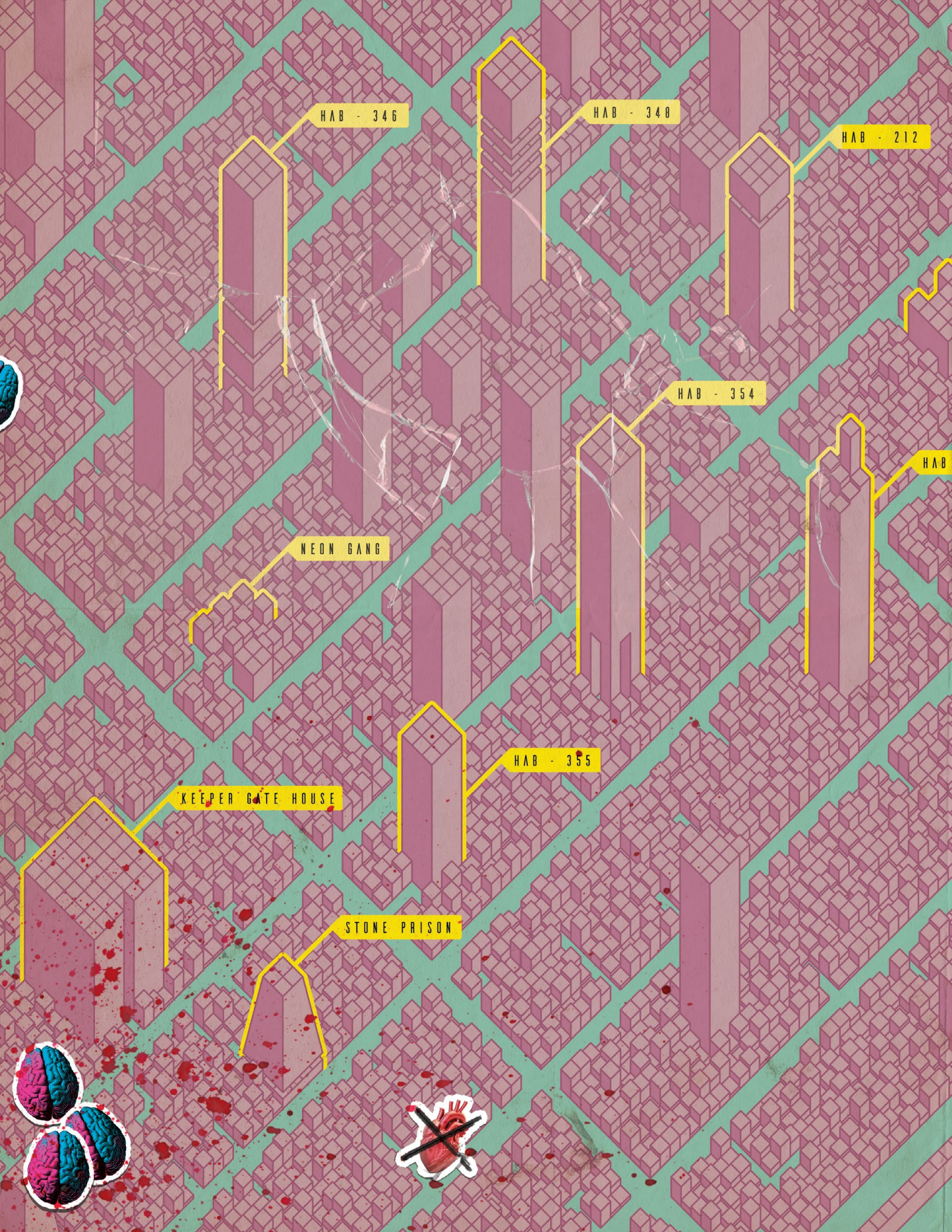
- » Rules 63
- » AUGs 64
- » Downtime 66
- » Creating Encounters
- » Skill Based 67
- » Example Environments 68
- » Combat
- » Example Battle Map
- » Creating NPC
- » NPC Types
- » NPC Ability Tables
- » Example NPCs

## 72 LISTS

- » Keywords, Effects & Notes 89
- » Combat Quick Reference 90
- » NPC AUGs & Variations 92
- » Form 94
- » AUGs
- » Attributes
- » Non-Combat Skill
- » Combat Skill
- » Weapons
- » Strike
- » Melee
- » Companion
- » Stances
- » Example Misc Items, Services & Tasks
- » Character Sheets
- » GM Sheets

## 104 ACKNOWLEDGEMENTS





HAB - 346

HAB - 348

HAB - 212

HAB - 354

HAB

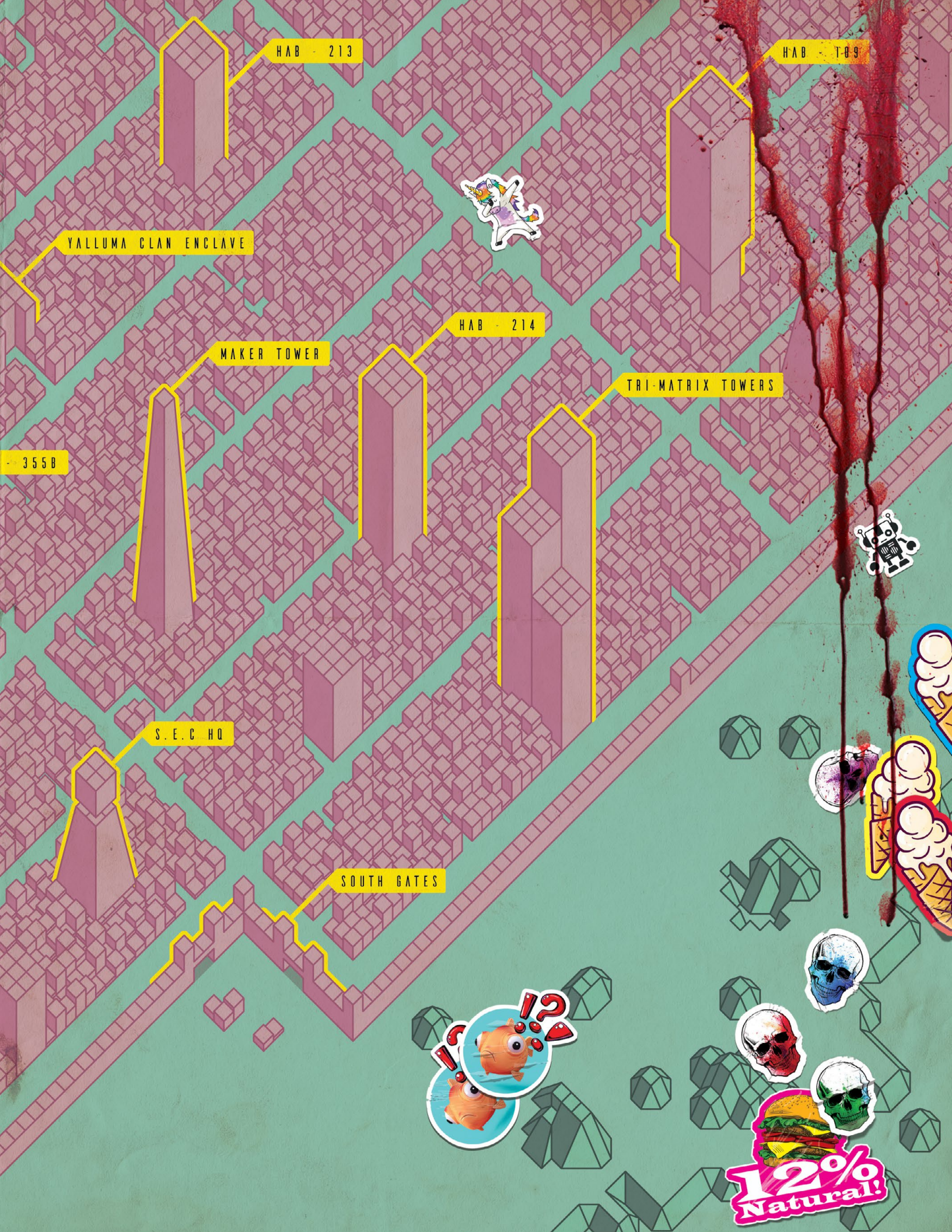
NEON GANG

HAB - 355

KEEPER GATE HOUSE

STONE PRISON





HAB - 213

HAB - 709

YALLUMA CLAN ENCLAVE

HAB - 214

MAKER TOWER

TRI-MATRIX TOWERS

3558

S.E.C HQ

SOUTH GATES



## Short Story: **NEON RAIN**

No matter how fiercely the rain beat down, nothing was ever washed away. Grime simply clung to Nega City like a second skin.

Vos lit another cigarette and took a long draft, feeling the smoke fill his artificial lungs. He leaned against the doorframe that was shielding him from the downpour, idly gazing out at the gargantuan, blocky mega skyscrapers that dominated the skyline. Each were accentuated by the massive holographic billboards plastered over their sides, each proclaiming a different message in garish neon.

Some bore news reports: the latest and greatest achievements of the Makers. Others were recruitment posts, making grand promises to the desperate and disenfranchised. More than a few were ads for new implants, inter-city jump gate services from the Keeper faction, and products from companies who'd splashed the chits on some premium advertising space. One or two had been hacked by street gangs, and were flashing far more obscene messages.

They fought for every millimetre, fought for attention, fought to be noticed by those few unlucky folks who took a moment to idly glance out the windows of their megahabs. Everything was a battle, even signage. Vos exhaled the refuse in a grey mist, and wondered if they knew that their ads were exactly the same as the lashing rain: thundering white noise, each drop of information impossible to separate from another. Nothing worth noticing.

Except, of course, for Carlie.

"The Makers watch over us," she said, in that sickly-sweet voice that was specially tuned to feel like it wormed inside your ears, even through the rain. The airship drifted over Nega City, projecting Carlie's fifty-foot face, her gleaming white teeth and lustrous blonde hair. No one knew if Carlie was real: probably not, Vos thought. She was nothing but a digital spokesperson, her features just perfect and 'classic' enough to be unsettling as she drifted over them day after day, never dropping her dazzling smile. "Our destiny lies behind us. The Makers will ensure that mankind's salvation will come again."

"Didn't know she was your type."

Vos glanced over to his left as a young woman approached, striding through the rain in spotless platform shoes. Her long legs were barely covered by a short aquamarine skirt, and she wore a bright red leather jacket over a shimmering silver blouse. With her long, wavy hair – today in a vivid shade of purple – she managed to stand out even amongst the haze of neon.

"Jealous, Tekka?"

Tekka snorted, tossing her hair over her shoulder. She was unaffected by the rain, of course.

"You got the brief?"

"Not here," Vos cautioned. He placed two fingers to his temple, causing emerald light to cascade along his veins. "I made us a private room. Meet me there."

The light flared and the dingy rooftop faded, his senses becoming digital. Quadrillions of yottabytes flashed past his eyes as his location data was registered, his credentials were verified, and Vos was allowed entry into the Stream.

As per usual, the conversion showed a side-by-side comparison, inviting him to make changes to his virtual avatar. The figure on the left was RL Vos: streaked silver and black hair cut short down the sides, swept upwards and to the side on top. Carefully controlled stubble of a similar colour. Bright emerald eyes with gunmetal grey irises. Hooded black coat lined with pulsing green neon, and scuffed black jeans.

He swept the screen aside. Altering one's Stream avatar was tacky, in his humble opinion.

There were no senses here: only the infinite data of the Stream, an entire multiverse of near-endless possibility. Navigation was limited only by the power of a person's mental implants.

Courtesy of his Helios Guild employers, Vos was outfitted with some of the best. His mind became an arrow that pierced through the nebulae of image and video content, passing entire simulated galaxies and virtual game worlds, until like a ship steering towards a lighthouse, he latched onto the tiny private room he'd buried in amongst impenetrably boring mounds of admin data that occupied most of the Stream.

His virtual eyes snapped open, and he saw that Tekka had beat him there. She sat on a sofa she'd installed herself – canary yellow, a stark contrast to the grey walls of the small room – her body curled up as if she'd been making herself comfortable for hours.

"This is your dig?" she asked incredulously, pronouncing the word like the first syllable in 'digital'. "Congrats, I hate it."

"Some of us split our time between the Stream and RL," Vos pointed out, installing an armchair of his own before sinking into it. "I actually got a mouth to feed."

Tekka rolled her eyes, but was still wearing the ghost of a grin. "Alright, so spill. What's the job?"

Vos leaned forward in his chair, flicking his hand outwards. A hologram of a building swiftly built itself from the ground up, forming a glowing, triple-stemmed skyscraper in soft pink light. Tekka unfurled herself, one eyebrow shooting up.

"That's the Midas Tower," she said flatly. "THE Midas Tower."

"Yeah, I know the one."

"The Midas Tower, Vos," Tekka repeated, swinging her whole body round so she could look him straight in the eye. "Do I even want to stick around for this?"

"You will," he promised. The hacker made another gesture, causing the details of the assignment to be projected next to the building. "Nothing complicated. Just a smash and grab."

"The reward is nice..." she muttered, rolling one of her hair waves around a slender finger. "But if Helios just wants data, why am I here?"

"I can't jack into their systems by myself," Vos explained. He pointed to a room highlighted in red at the top of the Midas Tower. "The data is analogue. Completely off grid."

Tekka snorted. "Why bother keeping anything offline? Can't be anything important."

Vos spun the tower around with his hand, and a pulsing red trail appeared, leading from the front entrance to their target room. "Look, I'm just an agent; I don't ask questions. Helios picked up an info leak, and they want something in that room."

"A leak, from the Makers themselves. Right."

"We got a Breaker who can get us in. I'm their best chance of swiping the data."

"And you need me as the muscle," his partner concluded, with a dramatic sigh. "Real nice employers, sending you on a suicide mission."

"They chose me because I'm the best," Vos said, with a smirk. "And I'm choosing you..."

"Oh, I know I'm the best," Tekka shot back. She leaned back into the plush sofa cushions, arms tightly folded. Finally, she met his smirk with one of her own. "Put in a good word for me with the Helios Guild, and I'm in."

"So I'll keep all the chits and you'll work for exposure?"

"You're such a kayb."

Vos terminated their session and the room shattered into data all around them, his mind soon breaking the surface of the stream. He opened his eyes, and he was standing underneath that doorway, the rain still pounding against the grimy roof. A simple program had his body continue to smoke while his mind had been elsewhere.

A second later, Tekka flickered into view a few feet in front of him.

"Any other bits of info you'd like to share?" she asked, with a terse smile. "Before we go get ourselves killed, that is."

Vos was already lighting another cigarette. "The burned orange suited you better."

Tekka gave him a withering look and turned to walk away, but ran her fingers through her hair as she did so. A wave ran along her purple hair, changing it to a dark, blazing, fiery orange, with the rest of her clothing changing colour to match. She jumped off the rooftop, and Vos was once again left alone with nothing but the glare of the neon, and Carlie's eerily perfect face drifting above.

\*\*\*

Vos had to fight for his right to disembark the overcrowded skyrail carriage as it touched down in the lower city Chaff's electric district. The filth of humanity jostled and pushed, packed into the commuter hovercraft like the very air had been sucked out and replaced with an atmosphere of 100% flesh and augments. Vos pushed his way to the front, long having shut off his own sense of smell.

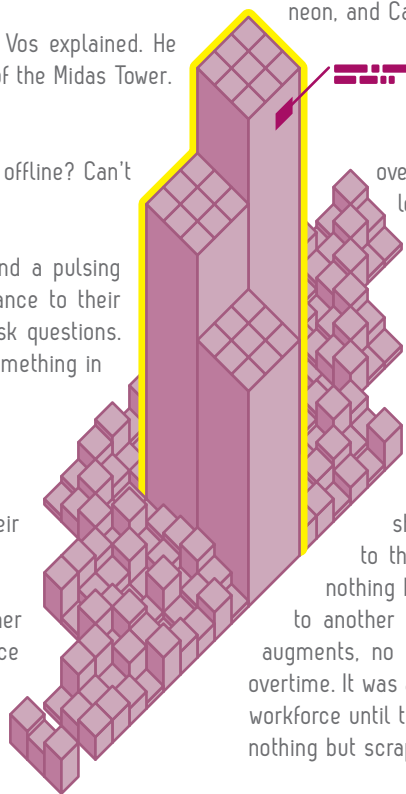
It would cling to his clothes, he knew, as he slid past a dirty maintenance worker in faded brown overalls and out of the carriage, the doors hissing shut behind him. He couldn't help feeling superior to those who slaved away in the lowcity, being paid in nothing but the basic food and rent chips needed to survive to another day. Their lives were dead ends: no chits for new augments, no new clothes, no extra Stream privileges, even for overtime. It was a vicious cycle that would keep them chained to the workforce until the meat rotted off their augments and they became nothing but scrap.

If they were lucky.

Vos set off down the street, his augment-enhanced senses allowing him to easily slip through the unwieldy crowd. He'd clawed his way up from nothing; taught himself everything he needed to be of use to the Helios Guild. His life meant something; the others in that carriage, not so much. It wasn't pride. Just a fact.

Despite the blaze of colour and forest of holographic delights promised by the Nega City's electric district, the club was impossible to miss. It stood at the end of Milano Avenue, king of its own domain with a blazing crimson sign that dominated all the rest in both size and vibrance. The letters were so vivid and enormous, they were probably visible from low orbit: **BLASTING ZONE**.

Tekka stood waiting a few feet away from the door, nodding to Vos





as he approached. Her mix of colours almost caused her to blend in like a chameleon, now having added a stripe of bubble-gum blue to her orange mane.

The music hit like a sledgehammer as soon as they stepped through the dampening field, a pounding beat with a thousand different layers custom-designed to pierce even the most stubborn of ear implants. The room itself was a vast space of polished dark blue tiles, glimmering in the strobe lights, with people from all walks of life mingling, drinking and watching the holographic dancers performing on the platforms. Drones drifted through the air, descending to unload drinks and immediately taking to the air afterwards. Corporates, gang members, street workers, even a few maintenance slaves who'd chosen to burn their chits on synthesized alcohol: the club welcomed them all.

The drinks weren't expensive, of course. Like most places, the Blasting Zone's price of admission demanded something worth far more than chits: information.

Before Vos and Tekka could take a step into the club proper, a set of projection drones gathered before them to block their path. They lit up in a sequence, eventually forming the shape of a woman in a long silvery gown with a plunging neckline. Her burnished gold hair was arranged in a bob cut with razor sharp angles, while her bright red eye shadow made a stark contrast with her dark skin.

"Vos..." the woman said, drawing out the word as her eyes slid over to Tekka. "Always a pleasure. Guests... not so much."

"We're doing business together," Vos explained, feeling Tekka glaring out the corner of his eye. "Muramasa is expecting us."

Without breaking eye contact, the holographic doorwoman placed two fingers to her ear. It was an unnecessary gesture, purely for the visual.

"He's here," she said. "But he's got a plus one." She listened for a moment before her disapproving eyes flicked back over Tekka. "Orange hair. The leggy type."

"Excuse me?" Tekka demanded, but the woman ignored her. Expression sour, the doorwoman lowered her hand and locked eyes

with Vos once again.

"He's waiting. And you can bring your friend."

They made their way through the club floor, weaving in amongst the patrons.

"What's with her, anyway?" Tekka half whispered, jerking her head towards their guide just a couple of feet in front.

"Celle's not so bad," Vos replied. "Just loyal to her boss, is all."

"Don't tell me you and her..."

"I've been known to shirk the entry fee. Once she fires up that hard-light drive, the two of us..."

"Ugh, you are a total kayb."

One of the gang bangers – a man in a slick green suit with pulsing purple circuits running from his eyes down his face – noticed Tekka as she passed her table. Setting down his drink, he laughed as he moved to grab the woman's arm. A moment later he jerked his arm back, staring in horror at how the artificial flesh of his hand had been entirely stripped away, leaving him with nothing but metal fingers.

Now the man's colleagues were laughing as he let out a string of curses. Tekka didn't even seem to notice. Vos kept a smirk to himself as they followed Celle through another curtain of light at the far end of the room. The music abruptly cut off as they stepped into the circular executive elevator. A wall scanner swept the chamber with the long sweep of a red beam, and a moment later there was a low hum as they began to descend into the earth.

"Is there a reason we're doing this face to face?" Tekka asked, now not bothering to keep her voice low. "Is this guy a meat kebab, or what?"

"Muramasa is a nethab," Vos said, leaning against the elevator wall. They were now moving horizontally, through a complex network of tunnels that ran beneath even the lowcity. "Barely a brain left over."

"If he's a full-time dig, then why aren't we meeting him in a



private grid?"

"My employer prefers business in person," Celle explained, turning away from the console. "It's more honest."

"He likes the power of making people come to him on foot," Vos added. Celle smiled, not responding as she returned her attention to the screen. The hum faded, and another tap of her finger caused the entire wall to retract. They followed her across the threshold and into an entirely blank room, covered from floor to ceiling in blue tiles. A waterfall of blue light began to cascade down the far wall, and once the flow had picked up speed, a man stepped out of the light.

Muramasa's chosen body was tall, swathed in an exquisitely tailored black robe that gently brushed against the floor, making it seem as if he were gliding. His straight black hair flowed over his right eye, while his left was a vivid electric blue and ringed with yellow light. His flesh gleamed, silvery metal coating what could be seen of his body from head to fingertips.

"Organic children..." the Breaker whispered, in a husky tone. "Welcome."

Vos fought hard to roll his eyes, while Tekka didn't even bother to hide it. He'd know the real man, with his stooped body and bionic eyes that were forever on the fritz. Even the voice was several tones lower than the one with which he'd been born.

"Nethab life suits you," Vos said instead. He motioned to his right. "This is Tekka... we've done a few jobs together."

"The pleasure is mine," Muramasa said, his eye drinking in the full details. He raised a hand, covered in multicoloured neon rings, and slowly moved forward. At the same time, one of the wall panels slid open, and a metal tentacle extended, slowly undulating as it made its way towards the woman. Tekka gave it a bored glance as it approached, attempting to drape itself over her shoulder. Instead, the metal tendril passed right through, leaving tiny ripples of light in its wake.

Both Muramasa and the tentacle shivered, the man placing a hand over his metallic chest.

"Every time," he mourned, as the wall panel slid shut. "Of course."

It makes sense."

"You're a nethab," Tekka pointed out, folding her arms. "Just develop a partner if you're that desperate."

"Nothing compares to organic," their host whispered, in a mournful tone. Standing off to the side, an expression of annoyance flashed across Celle's face. Muramasa pressed both of his hands together in a sage gesture, drifting back a couple of feet. "Now, how may I use my talents to assist?"

"We need to get into the Midas Tower," Vos said. "Specifically, a room on the upper floors."

To his credit, Muramasa didn't even flinch. Turning slightly to his left, he summoned a spinning 3D blueprint of the building between them. Vos did the same, transmitting his glowing red objective to the hologram.

"I can see why you'd need my talents in particular," the host murmured, stroking his chin as he made his way around the edge. "One of the most secure structures in Nega City. Practically a fortress of encryption, encased inside another fortress."

Muramasa took a few moments to inspect the hologram of the tower. Twin tentacles descended from panels on the roof, with the man directing them to make tiny adjustments to the slowly rotating data construct. They eventually retracted, Muramasa drifting through the hologram with a satisfied expression.

"One weakness," he announced, holding up a slim finger. He then used that finger to point at a section near the tower's base, which began to pulse red. "Here. Waste recycling division. A few data trades here and there, and I can furnish you with the blueprints in... oh, an hour or so?"

Vos felt his throat tighten. "Any ways in that don't have us clambering through waste pipes?"

Muramasa softly chuckled. "You have three options," the Breaker said, drifting towards the curtain of light. He spun round, hands behind his back. "Walk in the front door and be reduced to a fine mist. Attempt this same route without classified information on waste

cycles and security sweeps, and be reduced to a fine mist. Or..."

"We get it," Tekka interrupted, with a tight smile. "Should be fine."

"Why is Helios so interested in the Midas Tower?" Muramasa asked. "Isn't your street war with Vektor occupying enough of your time?"

"They don't tell me specifics," Vos replied. "And I don't ask."

To most, the change in Muramasa may have gone unnoticed, but Vos knew him too well. The whole room turned a darker shade of blue. With a series of soft hissing sounds, several of the panels slid aside, and poking through each one was a gleaming silver implement on the end of a gently waving tendril.

At Vos' side, Tekka slowly unfolded her arms. Still standing by the wall, Celle's face was coloured by a thin, slightly sinister smile.

"You remember Hex City?" Muramasa asked, his voice deceptively calm as he played with a strand of his fringe. "I was a refugee from there, in fact."

Vos remembered, of course. Everybody did. Hex City: the cautionary tale of a booming mega city, torn to bloody shreds by street violence that led to all out civil war. It now lay in ruins, infested with decay and cut off from the mega cities web of jump gates.

"Of course," Vos said, trying to stay casual. "Helios and Vektor both had many assets there. They only started duking it out when the place went to hell and they were forced consolidate their stakes here."

"It's just..." Muramasa mused, "I see these two great guilds escalating their squabble with all sorts of destructive habits, dragging other major powers into the conflict, and it all just seems rather... familiar."

Vos met his gaze. "Are these questions your asking price?" There was a long pause, and then the panels began to slide shut. The room's lighting returned to normal.

Muramasa gave a toothy metal smile. "Oh, I think you would've come prepared for that."

Another tendril curled around Vos' wrist. He tensed, but allowed the tiny extension to pierce his vein, forming a connection with his bionic skeleton. He could feel it rooting through his mind, sifting through both his memories and private files. Given time, Muramasa could almost certainly pierce Vos' personal firewalls and take whatever he pleased, but the fear of Helios made sure he found only what Vos had left out in the open: some recently acquired information regarding the heads of Vektor, Helios' bitter rivals.

It was prime blackmail material, and Vos saw Muramasa's face light up as he acknowledged the payment.

"Do we have a deal?" Vos asked, more out of formality than anything

else. The tendril retracted, and their host began to drift backwards.

"Be ready in an hour," Muramasa repeated, his grin the last thing to vanish as his body was swallowed by the wall of light. "In the meantime, I do hope Helios knows...should I object to how your methods impact Nega City's wellbeing, you will be hearing from me. I'm not someone you want as an enemy."

Then the Breaker was gone, back into the darkest and most illicit corners of the digital, and the meeting was over.

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Vos avoided the waste cycle by a matter of milliseconds. A torrent of sludge came thundering towards him in the narrow pipe just as he managed to pull himself up through the vertical shaft. Trying not to think about how he would've completed his mission covered in gunk, he interfaced with a metal maintenance hatch, causing it to slide open.

The agent cast his eyes around as he leapt out onto the metal grating, taking in the low light and the multiple metal capsules that stretched from floor to ceiling. They were arranged in rows, filling the room except for the thin walkways in which they stood. For a moment, he was completely alone. Then Tekka was standing next to him, and the pipe entrance slid shut.

"Spaceships? Even the powerful make rare use of them nowadays. Easier to just make use Keeper jump gates... tho it does get the old noggin thinking..."

"Here we go again, what grand conspiracy is there this time?" Martin knew he was in for another ramble from Jim, one that would no doubt end in his friend sending him links to a bunch of dodgy-looking Stream videos.

"Well, we do know the Keepers scrapped most of the spaceships for their parts and jump drives. But we also know there are thousands of beautiful and healthy worlds out there... why did the Makers have us settle on this hell-hole of a planet?"

Martin just poured himself another drink, best to not fuel Jim with answers to rhetorical questions. He was wondering if it was a good idea to bring up space in the first place.

"Sometimes I think the Makers are trying to keep us all contained. No travel, no spoiling the 'good' worlds, just stay where you are to work as much as possible while they come up with a grand plan..."

- Martin Xox and Jim Sorli,  
The start of a 2-hour ramble that  
did end in 12 Stream videos.

"I'm guessing this is where Midas employees come to retire," Tekka said, inspecting one of the slitted cylinders.

"This portion of the building is run by the Makers," Vos muttered. "Even if they rip the data from people's heads, Breakers like Muramasa can still scoop out the residuals."

"So they get turned to paste instead?"

"We've probably eaten this stuff at some point."

"And this is why I don't eat anymore," his partner concluded, screwing up her nose in a sour expression. They made their way down the walkway towards the door. Vos raised a clawed hand, and multiple tendrils of emerald light shot from his fingertips to latch onto the flat console. It was a tough system to crack, even down here in the bowels of the tower, but he fought his way through the layers of encryption until the lights turned green and the door slid open.

Tekka went first, tossing her luxurious mane of hair in an arc. The transformation started at the final strand of orange, coursing down her body and totally rewriting her appearance. Her hair vanished entirely, clothes replaced by a spotless white tunic lined with gold. Her lower half became a set of four spider-like legs, even currently simulating the clacking sound against the stark white corridor floor.

By the time Tekka turned to him, she'd taken the form of a Maker acolyte: bald head criss-crossed with circuits and both eyes covered with metal patches that bore the symbol of the Makers themselves.

Vos emerged beside her, not bothering to check both ways as a holographic map sprouted from his palm.

"Fourteen life signals," he reported. "We'll need gamma-level elevator clearance to get to where we need to be."

"Then let's go break a mook," Tekka replied, her voice transformed into a penitent, tinny whisper. They made their way along the pristine corridor, lit by strips of light running along the skirting boards and ceiling. Vos couldn't help but squint for a few moments as his eyes adjusted. This much white, without a hint of grime on any surface? It was a sight most would never even see in their lifetime. Even the faint scent of detergent gave the place an eerie, surreal feeling, as if it were too perfect to truly exist.

A proximity life sign registered on his palm scanner, and he ducked inside the thick doorframe of the nearest room, pressing his back flat against the surface. There was a clacking sound as another acolyte rounded the corner, hands pressed together. Tekka stepped aside as the acolyte passed, having surreptitiously changed the highlights on her tunic to a light green that would indicate a lower status.

The gold-highlighted acolyte nodded to her bowed form, stepping past where Vos hid. The moment the man's bald head swivelled to the right, Vos lunged out from his hiding place, jamming two glowing fingers into the base of the man's skull. His victim gasped as the

forced connection took place, going limp in his assailant's arms.

The contents of the acolyte's head flashed through Vos' personal processing unit. Even the surface memories were nothing but a cycle of twenty-four-hour shifts, filled with nothing but tests and exams. Just that morning, the acolyte had witnessed a classmate's mental augments simply implode with the pressure, his broken body collapsing to the floor without a sliver of concern from the surrounding students. Emotions had long been crushed under the weight of sheer information.

The encryption went deep, far deeper than Vos had time to penetrate, but he only needed a memory from minutes ago: the elevator codes. The task complete, he instigated a full reboot and wiped his genetic signature from the man's visual cortex. The acolyte straightened, glanced around in confusion and saw that Tekka still stood with her head bowed in reverence to the elder student.

Ignoring Vos completely, the man continued down the corridor towards the residences.

"What did we get?" Tekka muttered, as they moved in the opposite direction.

"Eighteenth floor access," Vos replied. "It's a start, but we need to find someone in authority. And fast."

The elevator door slid open with a smooth hiss, and soon they were travelling upwards at a speed that was almost like teleporting. Vos activated his digital perception filter, applying the acolyte's visual template. He wasn't invisible, but it would allow him to slip by any similar enemies... unless he caused a ruckus that triggered a security reboot.

The eighteenth floor was a grander affair, with far higher ceilings and wider corridors, the lighting strips here a muted gold. More acolytes moved between the high doors, and Vos had to skirt around the edges of their sight to ensure that his cloaking remained intact. Tekka had changed her lining back to gold, fitting in perfectly with the Maker pawns all around her.

They needed more than gold, but despite them passing back and forth along the corridor, the eighteenth floor refused to oblige. The acolytes moving between the rooms were a mix of golds, greens, silvers and blacks: according to Muramasa's dossier, not a single one had access beyond that floor.

Vos' perception filter could burn out at any moment. They'd just ducked into a lecture hall to make it look like Tekka had a destination, but now they were making their sixth pass of the hallway.

"This isn't working," Tekka hissed, after they'd reached the elevator and were now on their way back. "We need a security officer. Maybe a commander."

"They've no reason to be on this floor," Vos whispered

back. "Unless..."

Tekka turned her bald head towards him, the look of excitement totally at odds with her stoic acolyte face. "You wouldn't."

Vos cast his eyes around the corridor, his frustration building. Tekka was right: they needed security. Discovery became more likely with each passing second. He massaged the bridge of his nose, scarcely believing that he was even considering his next thought.

"Fine," he said wearily, turning to Tekka. "Get their attention. But we get one shot at this."

The woman smiled as her body transformed, bursting out of the robe and turning into a many-tentacled monster with gaping, drooling jaws. It screeched, sending the surrounding acolytes into a blind panic. They scattered, screaming and clacking away from Tekka's projection as fast as their mechanical legs would allow. The strips of light along the floor turned crimson, bathing the wide corridor in an angry glow. A few moments later, pounding footsteps at the elevator end of the hallway heralded a squadron of shock troopers, dressed in thick white uniforms with faces concealed by visored masks. Floating alongside them were drones, perfectly spherical with chrome bodies.

"Ugh finally," Tekka announced, whipping her hand upwards in a dramatic gesture that tore off her monster disguise. Back in her short skirt, gleaming heels and tossing the orange mane of hair over her shoulder, Tekka laughed as she pushed off from the floor, blasting down the corridor as if she'd been flung out of a catapult. The soldiers raised their phase rifles and opened fire, but the woman performed a graceful spin in the air, her human form melting away to reveal her true self.

A buzzing swarm of miniscule grey drones- each one only a fraction of the size of a fingernail- collided with the first soldier. He screamed as they swirled around him, slashing with tiny bursts of energy. In just a couple of seconds, his armour had been stripped away, followed by most of the skin underneath. The Tekka swarm was immediately jumping to another victim, sending the assembled forces into a panic as they tried and failed to target the tiny drones individually.

It was a messy scene, but Vos only had time to watch another flayed victim fall to the floor before he suddenly had his own problems to deal with. Another battalion of troops and drones were approaching from the other end of the corridor, and they'd brought a couple of extra friends: tumblers. The attack-bots rolled on a single sphere each, towering over the troops, their bodies thick slabs of metal with six guns each in place of their arms. Word on the street was that they were practically invulnerable.

Perfect.

He surprised the second group by taking off at a sprint, right

towards them. Chemical power flooded Vos' body, boosting his reflexes and perception to the point where the troopers were almost moving in slow motion. That was simply evening up the score.

The troopers at the front raised their weapons.

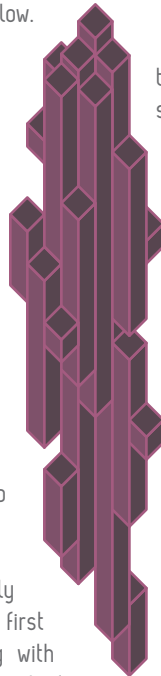
Vos jumped.

All the power was driven to his legs in one massive pulse, creating a small crater in the floor where he'd pushed off. He blasted through the air at a speed that caused the air to ripple, leaving his startled enemies staring stupidly at the space where he'd been. Vos crossed his arms as he soared over their heads, and thin whips of jagged green electrical energy - only visible to the Helios agent himself - burst from his fingertips, latching onto each of the tumblers. He sent a command down their grids, faster than their internal systems could reverse the order: overload.

By the time he'd touched down in the corridor beyond, the twin attack-bots were letting loose with every single one of their systems at once, including their armoury and rollers. The troops who were only just turning to realise where their enemy had appeared were mown down: men and women fell with holes in their heads and torsos and drones were blasted out of the air. By the time the tumblers had swivelled to face him, Vos was already soaring back over their heads in a graceful corkscrew spin. The tumblers had smashed into the wall, and were now twitching in place as their systems tried desperately to combat the overheating.

A shock drone flew at Vos, taser extended. He latched onto it with a green string, reversing the flow of electricity and causing it to shock itself. The commanding trooper - marked by strips of black over his shoulders - stepped forward and swung his baton. Vos ducked underneath, spinning and sweeping the man's legs out from under him. The Helios agent whipped up his arm, activating an octagonal force shield a second before a shot from another trooper was absorbed into its surface. Vos collapsed the shield and converted the energy along his torso to the opposite hand, firing an energy blast from his palm that seared through the side of the commander as he tried to rise. Arching his body to avoid a crackling punch from a set of shock gauntlets, Vos latched onto a drone with his left hand and whipped it into the path of the next electrified punch. The man was blasted back into the wall by a deadly surge from his own weapon, and the drone was sent flying.

Vos avoided a hail of phase bolt fire with another boosted jump that sent him rocketing towards the ceiling. He swivelled his body and planted his feet on the roof in a crouch, taking a moment to aim before blasting off once more. One of the soldiers fell, her helmet caved in by Vos' powerful hammer kick from above. The agent wheeled round and planted a piston-enhanced kick to the chest of another attacker, then activated his force shield and charged towards another trooper who was unloading his rifle, not caring about hitting his comrades. With his other hand, Vos latched



onto the man's helmet with twin emerald strands and jacked up the comms to maximum. The man screamed and fell back as his enhanced eardrums shattered, and Vos tore the gun out of his hands, dispatching him with a shot straight through his visor.

Two remaining drones tried to pincer him from both sides. Vos ducked underneath, crossing his arms and latching onto the flying machines with jagged light whips: his 'haywires', as he affectionately called them. The moment they made contact, the spheres had their systems completely scrambled for just a few seconds. They crackled and hissed, ramming into each other and falling to the ground with a clang. Vos drew the whips back into his fingertips and straightened.

"Filth..." muttered a voice behind him, and the Helios agent wheeled round to see the commander, leaning against the wall with one hand cradling his bleeding ribs. With the other, he held a rail pistol at eye level. The man's visor had cracked, revealing one bloodshot eye that radiated hatred. He pulled the trigger, not noticing Vos' little finger extended, and not seeing the green string of light latched onto the pistol.

The gun exploded in the man's hands, and Vos left another small crater as he blasted through the air, pinning the man against the wall with one arm and using two fingers of his other hand to pierce the commander's eye. It wasn't elegant, it certainly wasn't pretty, and there was a lot of screaming. Still, the connection was as secure as it could've been. Vos ripped the credentials from the man's mind just before the commander's internal systems fried his brain, then dropped his twitching form to the floor.

He glanced down the corridor and saw nothing but blood, shredded bodies, wrecked drones lying inert, and a surviving trooper charging down the corridor towards him. The man was breathing heavily, obviously attempting to escape. His force shield fully charged from the gunfire, Vos raised his palm and prepared to fire off a shot. Then there was a whining sound that steadily grew louder, and the hacker's eyes widened a second before he flattened himself against the wall.

He caught a glimpse of Tekka's drones, now spinning in a massive circle, each of them feeding their energy into a central point of pulsing orange power. The whine reached its peak, there was a sudden silence, and then a thick laser burst out from the centre in a multi-layered hum of searing energy. The beam struck the fleeing trooper in the head, scything it clean from his shoulders. His body collapsed, neck stump blackened, charred and smoking.

The torrent of tiny drones spiralled down the hallway, building the human form of Tekka from the ground up as she approached Vos.

"Look at you," she said with a grin, motioning to the fallen bodies. "Sure you even needed me?"

"You've increased your swarm size," Vos noted.

"Are you saying I've put on weight?"

"Tumblers won't be down for long," he replied, motioning to the large attack-bots, which still jerked and twitched. "We need to move."

The commander's credentials checked out, and the elevator hummed as it took them to their final destination. Even inside, the lights still flashed red. They wouldn't have much time, even when they arrived: extraction would have to be timed perfectly.

The door slid open to reveal a massive circular room, its surfaces gleaming with chrome. The ceiling was high, but higher still at the very centre, where it peaked to allow room for the sole object in the room: a black spire, supported by chaotic roots that webbed across the floor. The spire itself was a couple of metres wide at its base, tapering to a point as it stretched towards the roof. Streaks of green light shot along its surface like an endless barrage of miniature shooting stars.

"What is it...? Tekka murmured, as they stepped into the room. Vos took a moment to answer, barely comprehending what he was seeing.

"Ancient relic, maybe," he mused. "It almost looks... organic."

"Like some kind of data tree?" Tekka said, with a short chuckle. "Get serious."

Vos didn't answer. The spire shimmered before his eyes, and he found himself with a sudden desire to turn away. He knew this was what they'd come for, but the thing felt thoroughly unsettling. Even his enhanced senses couldn't decide if the spire was a physical object, forcing him to rely upon his basic sight.

Somehow, the Makers had resurrected ancient tech that allowed for completely analogue storage. No networks, no interconnected systems, no wireless access. If Vos was going to extract anything from the spire, it would have to be the old-fashioned way: up close and personal.

"I'm going in," Vos announced. At that moment, there was a pleasant tone, and the elevator doors slid open. They both whirled around to see another battalion of acolyte troopers, weapons already primed. Vos whipped up his force shield a split-second before the first few shots made contact, but already the cracks started to appear.

"Do your thing," Tekka snarled, her human form evaporating as the swarm arced out from around the shield and set upon their attackers. Vos sprinted to the spire, leaping over the roots until he stood before the solid construct. For a moment he stood before the construct, both spellbound and disgusted by its form. Even up close, he couldn't stop his whole body from tensing at just how wrong the spire felt.

Vos placed a hand flat on the inky black surface, and after a moment of resistance, it sunk right through. The barrage of information was like nothing he'd ever experienced: he was an ant in a planet-destroying meteor storm. There was no encryption, no

firewalls, no security of any kind. Just sheer, insanity-inducing data in an endless, chaotic digital storm. Finding what he needed could take a lifetime, and yet if he stayed within the spire, he'd be burned out in no time.

Gasping for air, Vos ripped his arm from the construct, stumbling back and almost tripping over a body. Glancing around in confusion, he saw a trooper swinging for his head. Before the blow could land, Tekka descended on the attacker with the full force of her drone swarm, slamming him to the ground. The room was chaos, littered with half-flayed bodies and shock drones.

"I didn't..." Vos began, shaking his head, "I need to..."

"Save it," Tekka interrupted. "My power is in the red, and I can't protect you forever. We need an exit now, before they send in the big guns."

Vos cast another glance up at the spire, feeling a spike of disappointment. The emotion died in his chest as a figure descended from the high ceiling, replaced by a sudden flood of dread.

"What are you..." Tekka began, before following his gaze and trailing off. A Maker drifted above, his frail body clad in a robe of white so pure they seemed to produce their own light. His eyes were blank, but even so, the Maker seemed to be analysing both of them at once. Vos felt his augments straining at his insides, as if magnetically attracted to the near-deity who floated on high.

Tekka snarled, boosting into the air in a grey swarm. The Maker raised a hand, and a pulse of blue light burst from a single fingertip. The swarm was reduced to atoms before it could even get close.

Vos froze, but not by choice. His cybernetics were pinned in place, paralysing his entire body. The Maker drifted downwards, reaching out a hand and trailing it along the length of the spire, leaving ripples in its wake. When he was just drifting above the floor, the Maker plunged his entire arm into the spire, then ripped out a tiny chink between his thumb and index finger, no larger than one of Tekka's drones. With far more care, he pressed his hand against Vos' temple, inserting the data.

The Helios agent felt the data burst, joining the stream of information in his cybernetic mind. It was more data than he'd ever processed in one burst, and a million images and files flashed through his mind as it struggled to process what it had been given.

He saw the fall of Hex City, heard recordings of meetings between crime families that had dissolved into gunfights, saw the steady manipulation of records and schedules that had pushed the oppressed workforces into open revolt, the closing of the Keeper jump gates, the extraction of resources. The data told a chilling, comprehensive story of how the massive city had been worked to death, reduced to ash and then harvested. All from behind the scenes by their

so-called saviours.

Vos couldn't help himself: he opened his mouth to ask a thousand questions at once, and couldn't even verbalise a single one. Then with another flick of his finger, the Maker turned him off as easily as if he were flicking a light switch. Vos felt himself falling back, his optics failed, and everything went black.

\*\*\*

It was the roof of the Helios Guild headquarters. Vos recognised the skyline.

One minute he had been sure he was dead. The next, here he stood, his power systems running on critical. Vos suddenly realised that his palm was clenched, and he unfurled it to reveal a single, solitary micro-drone: the last remaining fragment of Tekka.

Not enough power to create a projection. Probably not even enough to hold her full personality. This, Vos understood, was a warning. The pieces were also falling into place: a leak within the Midas Tower that had led him to that room. The Makers wanted this information to be released... or at least, the one they'd met.

Muramasa's words echoed in his head as Vos realised what this meant. With old wounds reopened, Helios would relish the chance to blame their enemies for the sins of the past. Their once-quiet street war was about to light a fuse to a bomb that had all of Nega City in the blast radius.

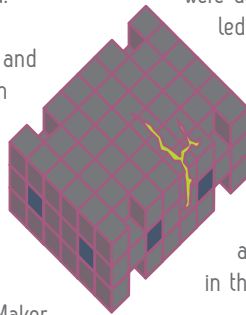
Helios, Vektor... and Vos. All pawns in a game they would never understand.

Vos allowed himself a moment, lighting a cigarette with shaking hands and feeling the shock slowly lessen. For once, the rain had given way to a soft breeze. The air was still thick with vehicles and skyrail carriages, the permanent night tinged with omnipresent neon. Carlie's face drifted overhead, her eyes peering into his soul, as if behind the gleaming smile and saccharine words, she knew exactly what had transpired.

Finally, Vos' hand stopped shaking. He exhaled, gazing out at the city skyline, and saw it for what it was: just one dank, crime-infested, filthy mass of metal and bodies, same as all the others.

He had a job to finish, and information that needed delivering. He didn't owe anything to Nega City, or to this world that regarded its inhabitants as nothing but insignificant lines of code. Whatever the future held, no matter the impact, Vos would find a way to survive.

"Sorry," the man whispered, clenching his fist around the lonely little drone. Then he turned and walked away, leaving behind nothing but a smouldering cigarette, quickly doused as the rain began to fall.



## FALL OF HUMANITY

"We live the Age of Gnawing; where the final vestiges of our race gnaw on the meatless bones of past glories and the scraps of careless masters."

- David Vol, All-Church street preacher.

### GOLDEN AGE

With the ability to colonize countless worlds humanity entered what is known as their Golden Age. This was a time of peace and abundance that would last for thousands of years, but it was also a slow walk towards isolation and rot.

Humanity was spread thinly across the galaxy, having programmed titanic robots and swarms of drones to terraform more worlds than they had need of. They also became withdrawn and isolated themselves from one another, with entire planets being occupied by only a few colonies... or none at all.

With excess space and resources there was no need for individuals to mix with those they did not want to. Each human was a social island and only associated with those who did not challenge them.

### GENETIC EROSION

The fall of humanity was inevitable. Billions died alone in cloaked houses plugged up to perpetual entertainment machines. They forgot how to struggle and caved to every pressure. Despite having access to untold scientific knowledge, they became fools and raged like spoilt children. They were served by robots they could no longer build or fix, and lived on worlds created by titanic machines they could not understand.

But the slow killer that pushed humanity to take its final futile stand against extinction was expected by none. Over thousands of years humanity's genome had succumbed to genetic erosion, making their entire population vulnerable to sickness, birth defects and a wide range of biological ailments that they had long forgotten how to treat.

Billions of surviving humans fled their isolated homes to gather together as their resources fell into decline for the first time in memory. Massive sickly cities sprung up around the human empire, each to varying degrees of success. But these new societies quickly stratified, as those with resources and knowledge took control of those without. The most prominent of these dominate groups was the Makers, those who held the most shreds of advanced knowledge from humanity's past.

The Makers implemented complex economic management systems on all human cities that were designed to funnel a maximum amount of resources to them before a city would inevitably self-destruct. They claimed to be using these resources to save humanity from extinction, but in truth they had abandoned all plans to do so and were focusing on alternative solutions such as the Archon project, and possibly others. But within just a few hundred years all humans would be dead. This time was known as the **Age of Gnawing**.

## EXAMPLE SLANG

- » **AFS** = "Away from Stream", a term used to let people know that you are not directly observing or controlling your avatar in a digital space for a short time.
- » **AUG** = cybernetic, mechanical or software augmentation. Used to replace a damage organic component or to enhance a person's abilities.
- » **Avatar** = an icon representing a specific person in a digital space.
- » **Baboon** = a person who wears their AUGs in an overt way to gain attention and to establish their social presence.
- » **Breaker** = a criminal data merchant.
- » **CHITS** = "Rent/Food/Resource Credits, Information, Technology", the unofficial currency of Nega City.
- » **Chop Doc** = an unlicensed AUG installer.
- » **Coats** = a person who hides their AUGs under their clothing, normally a large coat.
- » **Dig** = pronounced like the first part of 'digital', a digital space..
- » **Doms** = a pejorative term for a SEC Legionnaires.
- » **Encoding** = the style of coding and operating systems that link a person's AUGs together.
- » **Grid** = a large digital space.
- » **Harvester** = a person who installs stolen (often 'fresh') AUGs.
- » **Janitor** = hovering robots that are used to maintain the megahabs, and occasionally some portions of The Chaff.
- » **Jump Gate** = a gate that allows teleportation via the use of reality bending Ley Dust.
- » **Kayb** = "Kilobyte", a pejorative term derived from a digital unit of measurement that is so small that it is considered worthless.
- » **Meat Kebab** = a pejorative term for a person without any AUGs (augmentations) installed into their body.
- » **Megacity** = a city with a population of at least 1 billion people.
- » **Megahab** = massive buildings that house millions of people. Split up into 4 sections (from the base): The Bellows, The Commons, The Mall and The Promenade.
- » **Nega City** = the largest megacity with over 10 billion inhabitants, and built on the planet Nilso.
- » **Nethab** = a person who lives most of their lives within digital spaces, usually due to having a diminished capacity to interact with the physical world.
- » **Q Hub** = "Quantum Computer Hub", advanced ancient technology that is used to process massive amounts of data.
- » **RL** = "Real life", a term for a non-digital physical existence.
- » **Skin Suit** = a person with AUGs that look natural, or that are all hidden beneath their skin.
- » **Stream** = the central network that links all of a megacity.
- » **Skyrail** = hovering trains that move people and resources around The Chaff.
- » **Tangle Relay** = "Entangled Communication Relay", advanced ancient technology that is controlled by the Keeper faction and is used to connect network systems (occasionally via jump gates).
- » **The Chaff** = the run-down sections of the city that are not the massive buildings (such as the megahabs).
- » **Voidnet** = A group of illegal parallel networks to the Stream.
- » **VR** = "Virtual Reality".
- » **W/L** = "Win/Loss Ratio", your mission success rate.

## NEGA CITY

"Ten Billion people huddled together in a dilapidated ruin waiting for change, waiting for the Makers to fix the future, waiting for the Keepers to deliver supplies... in truth, waiting to die a slow death."

- Krilldorn Hix, street vagabond.

Humanity clings to continued existence in a few dozen megacities spread across distant solar systems in the remnant of a once-great space empire. These megacities are failing one at a time, their inhabitants becoming refugees, new cities are built to replace the old ones in a slow cycle of decay, the largest of these, touted as the last great hope for humankind is the megacity, 'Nega City'.

Founded on the virgin planet Nilso, terraformed by drones from scratch, both Nega City and its world were never finished, its construction stripped the world bare of its resources before completion and its countless factories layed waste to the atmosphere. Ten billion refugees arrived on schedule via Keeper controlled jump gates to inhabit their new home but what awaited them was a mess.

Shortly after arriving, the ruling Maker faction directed the focus of the drones to cannibalise parts of the city in favour of completing the Megahabs, the suburbs between them were left a mess of incomplete and dilapidated buildings, subways, roads, sewers, usually called 'The Chaff.' The Chaff refers to the area of the city and the people who live in the areas that are mainly controlled by gangs, each of which have carved out a territory and identify for themselves, the gangs constantly war each other and are the closest thing resembling law and order outside the regions around the Megahabs.

Maintenance of Nega City's prosperous regions are primarily handled by a dwindling army of drones called 'Janitors', the Janitors are in turn controlled by the Makers who rule the city. The fact that much of the standard and quality of life in the city is maintained by these drones is lost on the general population, who frequently disassemble Janitors for parts or repurpose them for other uses.

The city is entirely reliant on resource imports from other systems, and these imports are controlled by the grotesque Keepers who control the cities primary jump gates. The Keepers maintain an army of slaves (both organic and robotic) to guard, maintain and haul all goods and raw resources brought into the city. The first of these supplies are distributed to the Makers and the other great factions of the city, then to the Keepers themselves, and slowly trickling down to the mid-sized businesses who have bribed the Keepers.

## MEGAHABS

"We are not ruled by a hierarchy, but a literal high-archy, the taller you go, the better you are."

- Jane Vish, resident of Megahab 212 floor 1234.

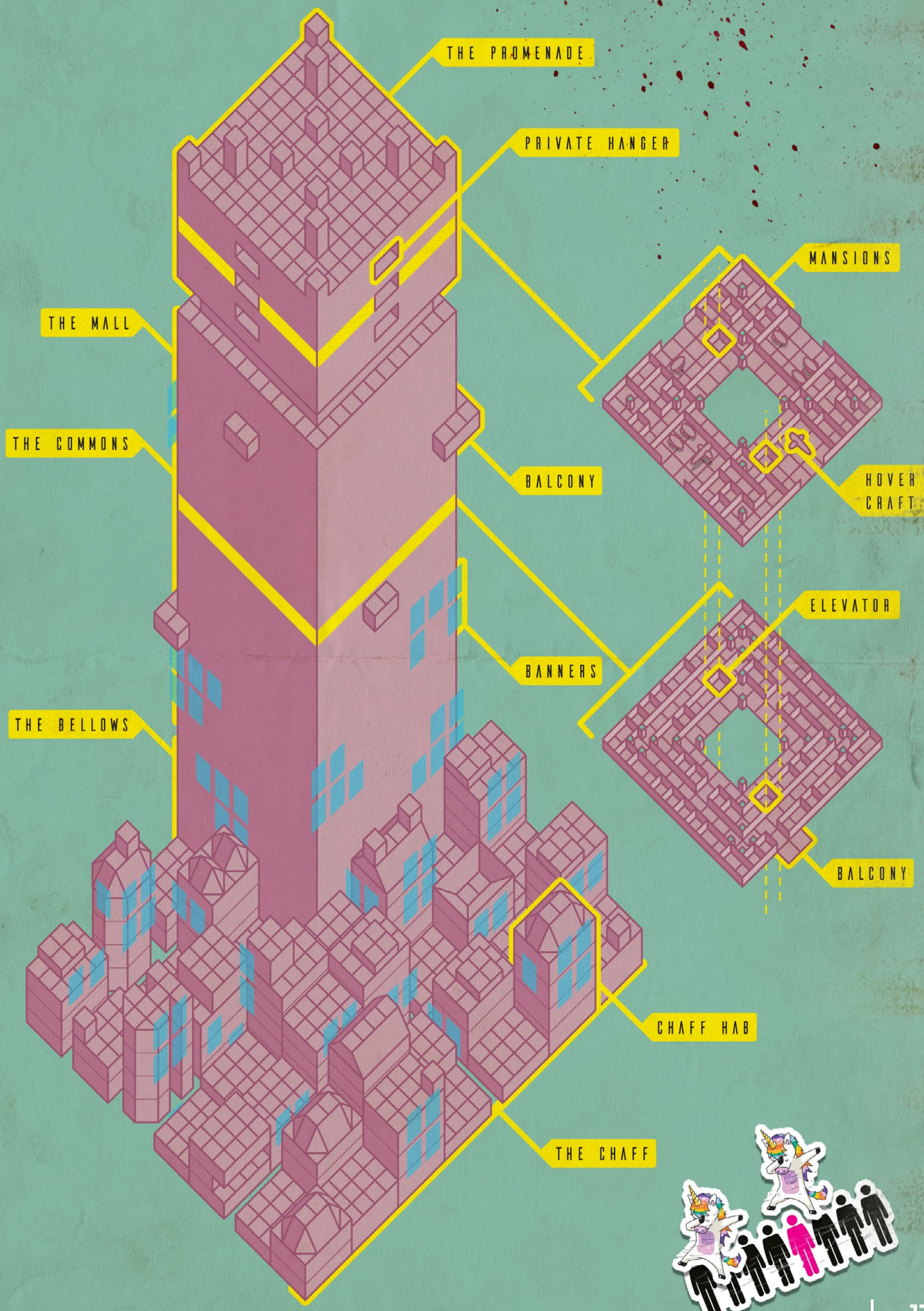
Away from the complete anarchy of The Chaff are the Megahabs, massive buildings between 5-10km (1,500-3,000 stories) tall, each with millions of inhabitants, they represent an oasis of semi-stability in an otherwise chaotic city. The Megahabs are different from the rest of the city for several key reasons, they are policed by the S.E.C., maintained by 'Janitor' robots and portions of them are inhabited by the legitimate and criminal ruling elite, but even the Megahabs are far from being truly functional, most have a fairly predictable strata of habitation.

The lower 200 stories of Megahabs (and the basements below them), are called '**The Bellows**', are almost indistinguishable from The Chaff which surrounds them, they are often controlled by local gangs, some of which are funded by those who live above them to The Bellows bellow. Armed Janitor drones are in a constant struggle to maintain the building while it is frequently cannibalised for parts by its own inhabitants and those from The Chaff.

Above this is the '**The Commons**', by far the largest section of a Megahab they are the home to the majority of Nega City citizens, living in 'The Commons' means having electricity and running water but life here is still hard and the people largely destitute, relying on food/rent credits and the black market supplies, same as everyone else.

Further up the Megahab near the top is '**The Mall**' named as these stories lie above and below the Keeper Distribution Centre of the building, which are supplied via airdrops. During shipment days these stories are packed shoulder to shoulder with people, many are trampled, the rest of the time The Mall becomes the black market controlled by the wealthiest and most influential rulers of the Megahab.

The largest Megahabs are controlled by one of the powerful factions of the city, and they live within a sectioned-off portion of the tower that sits above the clouds and is known as '**The Promenade**'. These residence live lives of luxury, in immaculate floors that are patrolled by the S.E.C. These nature of these upper stories are as varied as the factions which control them: the Makers have laboratories and plain apartments, Keepers have control towers and villas suited for every hedonistic taste, and the Yalluma Clan have vast server banks and art-filled residences, to name a few examples.



## MAKERS

"The future may seem grim, but we are working to solve the problem of human genetics once and for all."

– Maker Dietrich, public address in the commons.

The Makers are the most influential faction and de facto government of Nega City, they emerged as a power hundreds of years ago in the aftermath of 'The Errossion,' the period of time in history when billions of human were drawn out of isolation to gather together in megacities. With access to more ancient technology than most, the Makers have positioned themselves as the rulers of the slowly dying humankind.

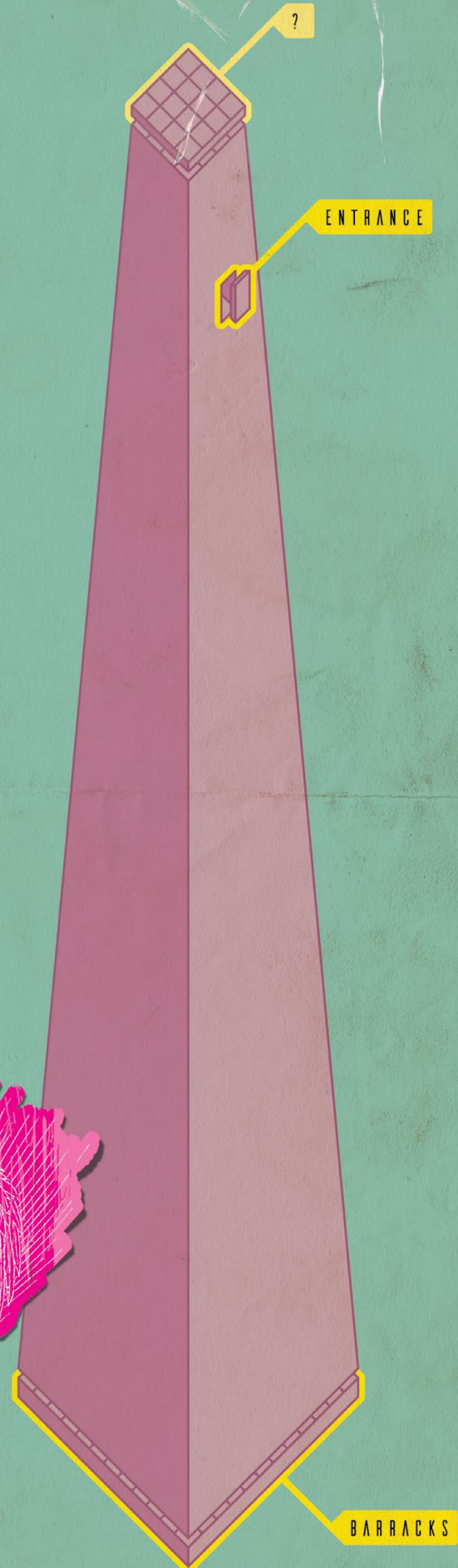
Most will go their entire lives without ever seeing a Maker. They hide their cloaked forms away in their massive black monastery-like towers where they worked tirelessly to reverse engineer ancient human technologies. Each Maker is incredibly gifted and zealously dedicated to their secret plans to make a better future for the galaxy.

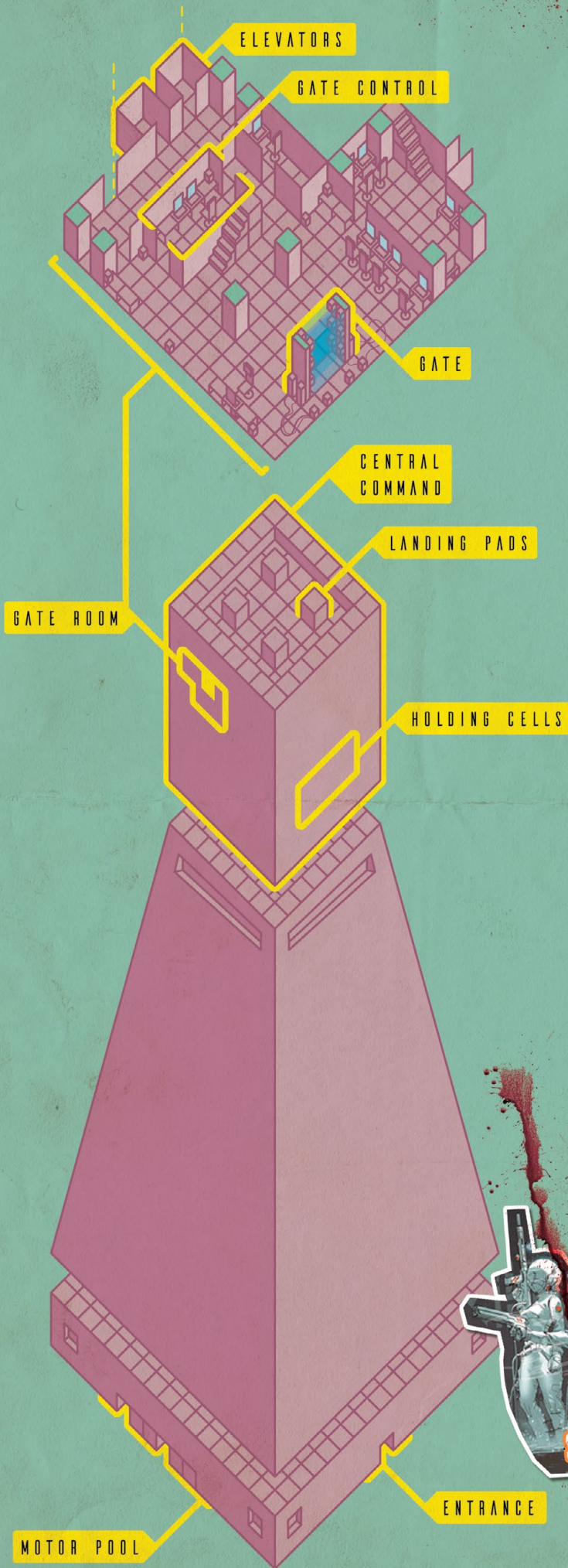
As far as the Makers are concerned humankind is already extinct. All of their projections and data point towards this inevitable fact, and so rather than save humanity they are seeking to extract from it as much as they can before the end, all so that they may transition towards something new. They seek a future without humans, one ruled by a new and better primary lifeform. The Makers are obsessed with this goal above all else and they have dedicated all themselves (and unwittingly all of humanity) towards its completion.

The Makers are abusive rulers of the worst kind, having secretly enslaved all of humanity with incredibly powerful algorithms that manage the megacities economies in such a way to extract the most possible resources before their inevitable collapse. While the various factions of the city rule their portions with apparent freedom, in truth they too are also being manipulated. Quadrillions of yottabytes are being collected and analysed, resources are being nudged around in subtle and perfect amounts, agents deployed, digital memories rewritten... and on and on it goes. All are serving the Makers, none can thwart their plans.



TRUST THE  
**MAKERS**





## S.E.C

"If you pay your 'fines' in advance, directly to the SEC officers, they won't even notice a crime taking place."

- Johnny 'The Axe' Dov, murderer.

The Security Enforcement Command (SEC) are an independent faction that has taken it upon themselves the impossible task to maintain law and order within the city. The SEC's primary purpose is to protect the other influential factions from the gangs and masses of the Chaff, but not to protect them from each other. This approach grants SEC large amounts of freedom from the Makers and the other great factions, allowing them to do as they please.

With this free hand, the SEC are little more than a well-funded gang, corruption is rife and the SEC seize whatever resources they can from the gangs and residence of the Chaff under the guise of 'seizing evidence' or 'confiscating stolen property.' In this way, the SEC maintains power and control over the streets and Megahabs of Nega City.

But the SEC believes firmly that their self-appointed role within society requires an heir of authority and legitimacy, one which they reinforce with dramatic uniforms and authoritative attitudes. Each full member of the security personal is called a **Legionnaire** (known as Doms in the Chaff due to their dome-shaped helmets) and they have complete authority while on the job. Legionnaires of the SEC are an all-in-one law enforcement unit: investigating, judging and enforcing all while out in the field.

Despite all these powers, and an impressive arsenal of weapons and armour, there are relatively few Legionnaires and they are spread thinly across the city; most are concentrated in protecting the other influential factions on whom they depend. The small number who do operate street patrols operate surgical hit and run operations, usually to execute a specific identified threat or to secure vital resources. While there are Legionnaires with honour and a sense of justice, most will rarely intervene to keep general peace and order on the streets of the Chaff, they leave that job to the gangs.

The SEC will regularly subcontract this 'street-level' enforcement to key gangs with whom they have struck deals, granting the gang immunity in exchange for enforcement within and around that gang's territory. The SEC also uses these same gangs as their black-market shopfronts selling back seized contraband such as drugs, weapons and counterfeit CHITS... they have even been known to hire these gangs to assassinate key SEC Legionnaires who refuse to get with the program.



## KEEPERS

"The keepers are meant to keep the supply chains open, to keep the gates running, but what they truly keep, is everything all to their fat selves."

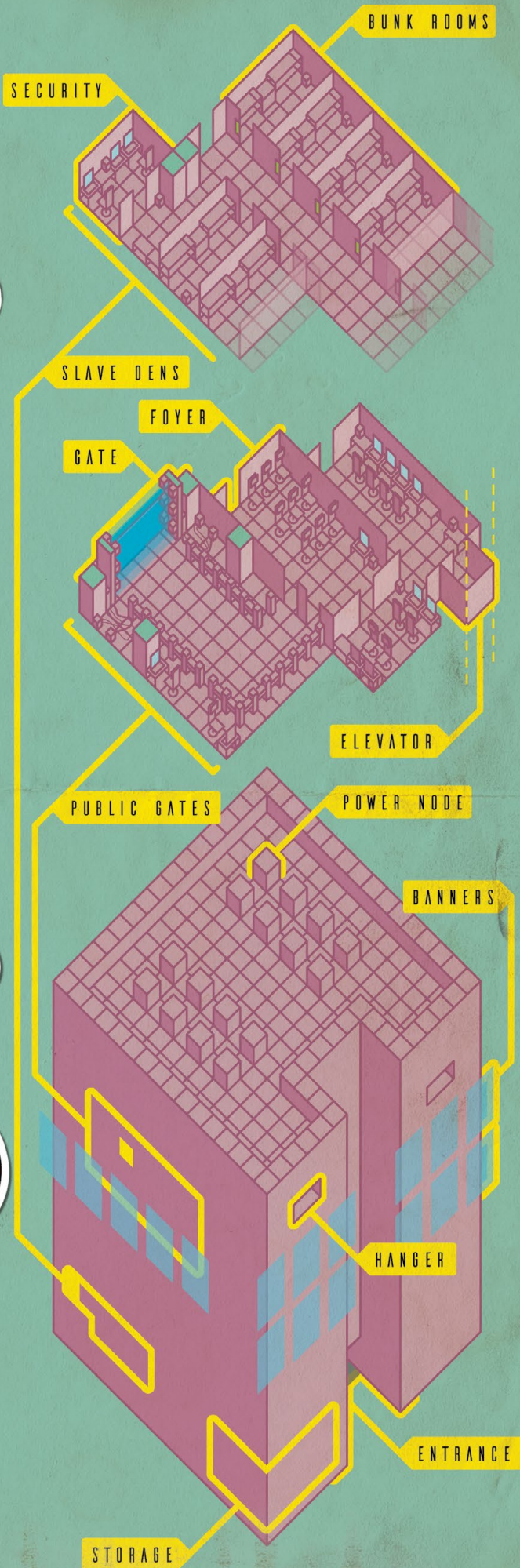
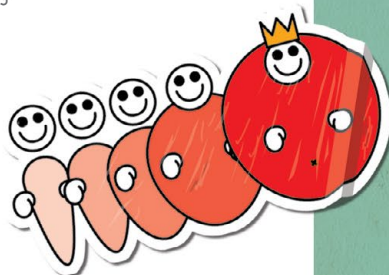
— 034512b, Keeper slave.

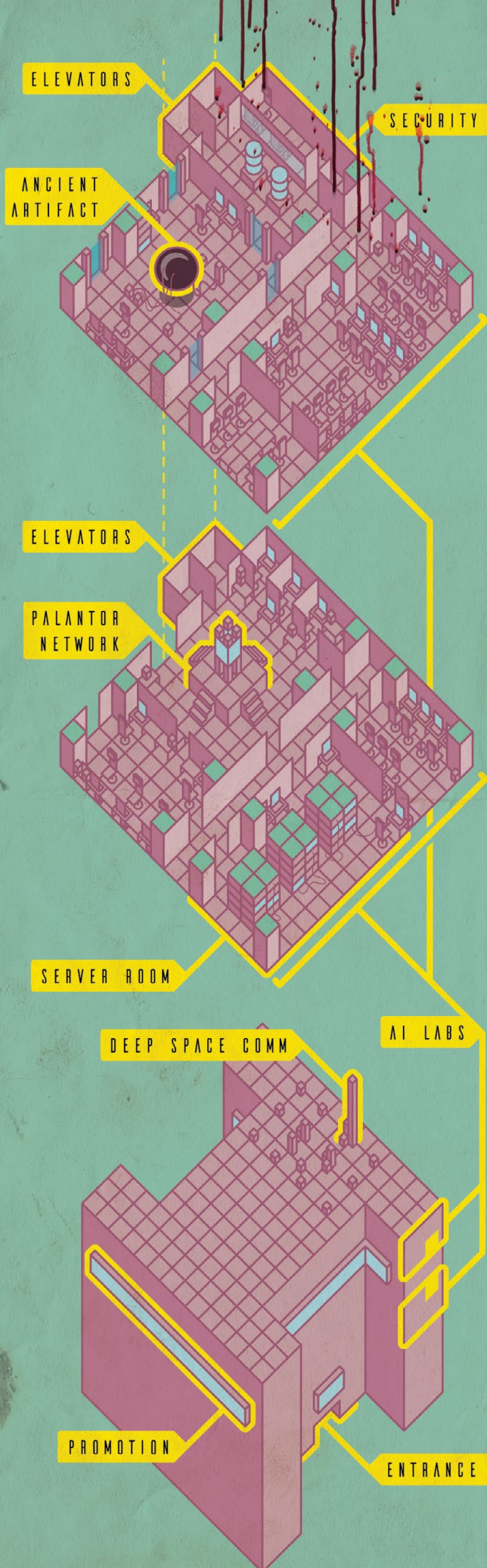
The Keepers control the majority of remaining jump gates that feed the city, built from the harvest parts of ancient spacecraft and maintained by an army of slaves. This gives them immense control of the resources of the megacities. The Keepers, like most factions under the Makers, are utterly corrupt, taking whatever they wish for themselves with little regard for the general public, and while the Keepers continue to provide the Makers with anything they need they will continue to allow thye Keepers to do as they see fit.

The Keepers are hedonists of the worst kind, obese beyond what should be survivable and abusers of every excess imaginable. The Keepers are kept alive with replacement artificial organs and AUGs which can maintain their sickly bodies despite their enormous weight. Many never leave their stations, and may only do so with the assistance of hydraulic exoskeletons which allow them to move about without using their muscles and insufficient bones.

Not wanting to be restricted by Maker issued resource Credits, the Keepers have made widespread use of the **CHITS**: the unofficial currency of the megacities that are a mixture of Credits, Information and Technology. So pivitoal to the economy of the city is the Keeper faction that has become officially responsible for the distribution of food, rent and resource Credits to all within the city. The Keepers think this was their idea, but in truth, it was the Makers.

Each month every citizen receives a range of **Credits** for food, accommodation, Stream access and general purchases. These are tied to their biometric signatures to allow use with a simple finger scan, but may be hacked to be transferred to holographic tokens and other storage devices. Those wanted to live beyond poverty (and out of the watchful data-tracking eyes of the Makers) supplement these Credits with the use of valuable information, data and valuable technology.





## YALLUMA CLAN

"It is humankind who have created all these troubles for themselves, so we need an entity other than humankind to fix the problem."

– Daitan Ishikawa, chief of AI research, Sakura division.

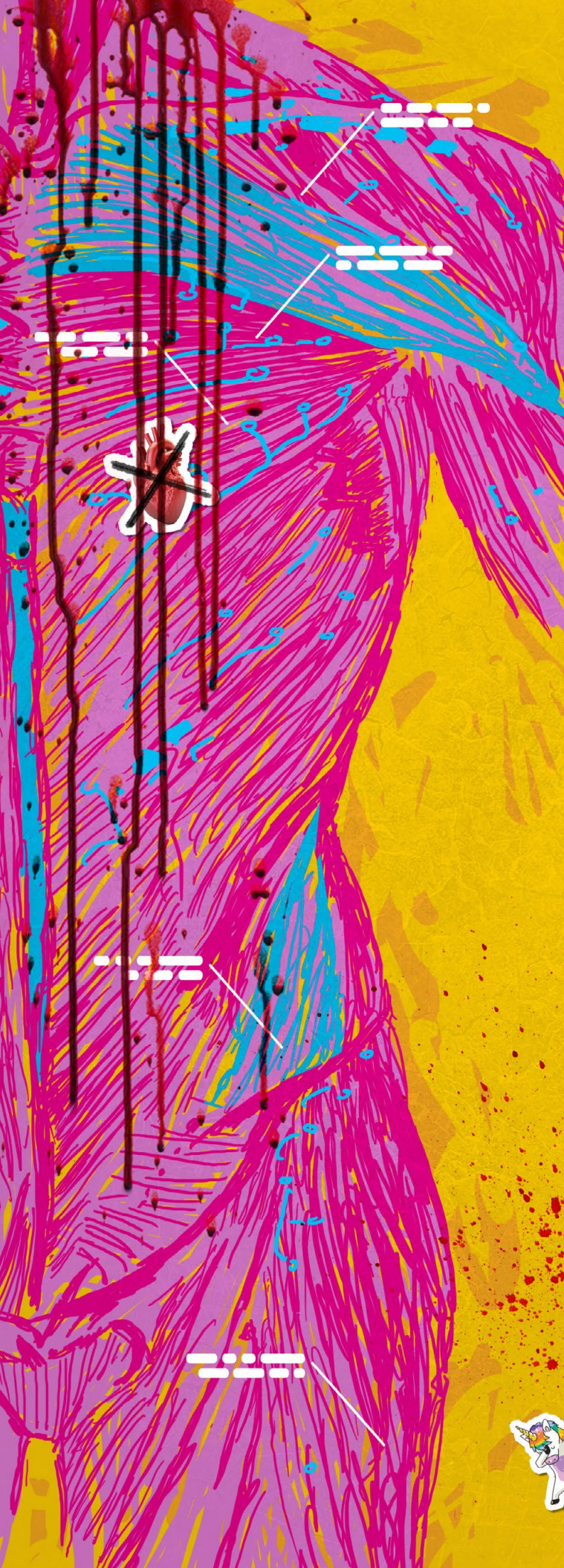
The Official role of the Yalluma Clan is to maintain the infrastructure of the 'Stream', the vast information network the spans all of Nega City. A minor role of theirs is also to maintain the many of the countless holographic banners that dot the city, especially the promotions and propaganda bulletins that adorn the megahabs.

However, the Yalluma Clan also has private ambitions. While all other factions bow to the technological superiority of the Makers, the Yalluma Clan is able to do some work beyond their vision and influence. The Clan sees the patterns and manipulations of the Makers, and while not being able to foretell their true intentions they have lost all faith in their ability to guide humanity back into prosperity. In their own effort to save humanity the Yalluma Clan are attempting to achieve the seemingly impossible, the creation of a true Artificial Intelligence that will have the computational power to manage resource distribution and governance in a way that will save humanity from itself.

The Yalluma are also constantly developing improved and alternative ways of interfacing with the Stream, the latest of these technologies is the 'Palantor Network'. Built on code and computer technology from a bygone era, these Network Nodes have the ability to create virtual worlds of unparalleled quality. But some within the Clan are becoming increasingly and dangerously addicted to spending time within these virtual spaces and have been unable to return to RL (real life).

The Yalluma Clan is often subverting the leadership of the Makers and the other factions, a primary way which they do this is to 'accidentally' leave back doors into the Stream which allows hackers, gangs and other subversives to broadcast messages on the promotion boards of buildings, overriding official propaganda messaging. But the Yalluma Clan is careful not to be overt with their subterfuge, otherwise, the SEC might decide they are no longer an essential faction of the city. The Makers are aware of these actions and have been slowly eroding the Clans influence, so much so that Nega City is the last megacity where they have any power.





## AUGS

"When it comes to AUG wearing, there are three kinds of people, 'skin suits' who keep it all under their skin, 'coats' who try and hide their Augs under baggy clothes and 'baboons' who wear their Augs 'out n proud'."

- Pippy, Nethab.

The remains of humankind are riddled with disease and deformity, their ancestors during the height of their power moved away from genetic engineering and stagnated their genome, birth defects and diseases became increasingly common and deadly with each passing decade. The medical knowledge to properly treat these illnesses had long faded and what remains is a tendency to replace broken parts with AUGS (cybernetic and mechanical augmentations, neurologically linked software, etc...).

AUGs are so commonplace that people without them (known as Flesh Kebabs) are seen as an oddity, even in the most impoverished sections of society. A consequence of all this body augmentation is that almost everyone has their nervous system partially or fully integrated with electronic wires and encoding that allows users to connect directly to the Stream, each other and their own AUGs.

In most cases, augmentations are used to replace failing body parts, but the reality is that many augmentations actually exceed the capabilities of even fully functioning parts and thus the wealthy choose to replace large amounts of their bodies with AUGs to enhance their abilities. There are augmentations for just about all purposes, from replacing and improving sensors, robotic limbs, direct mind-computer interfaces, etc... The most sophisticated of these are seamless and hidden, but the vast majority are very obvious, some try to conceal their AUGs under large coats and baggy pants whilst others wear them like a badge of pride and use their ab-human appearance establish their place within a social structure.

But all of this is only patching the wound, and is not moving humanity towards cures for its many biological ailments. Children are an increasingly uncommon sight, as child-sized AUGs are rare and quickly grown out of, sickly children are expensive to raise, and contraceptives and abortion houses are cheap and accessible. In truth, the Makers do not wish to encourage the creation of children as they are an investment into a future that will not exist and are beacons of hope that allow a person to see and plan beyond their current lives.



"Keep your reality and I will keep mine. Yours is one of sickness and suffering, and as soon as I am able to untether myself from the anchor that is my organic brain I shall fly through digital realms as a god!"

– HlmliOn, Tales of Reality Vol IV.

The digital world overlaps with the physical world in Nega City, most of its residents make use of augmented reality overlays which allow them to see things throughout the city which are purely digital. There are also virtual reality worlds which may be entered and explored which are even larger in virtual space than the city itself. Some use these digital realities to escape from the depressing state of existence which truly faces them, others use it socially organise, inform, spy and spread disinformation.

While there are countless digital languages, all can be placed under one of three broad schools of thought and design:

- » **Deity** systems make use of vast quantities of metadata to form incredibly accurate predictive systems, though they can be inflexible and slow. They are primarily used by Nega Cities elite factions, who have access to the most data and fastest Q Hubs.
- » **Demon** systems make use of fast connections and are optimised for quick action and network connections. They can be a little unstable and vulnerable to hacking, but they are ideal for when a task needs to be completed with speed. Favoured by hackers and criminals who are wanting to minimize their footprints and connection times.
- » **Peon** systems are the broadest school, encapsulating a massive variety of custom made languages and operating systems. They can be incredibly difficult to use as standard practices are in a constant state of flux. These systems are popular with the residents of The Chaff and those who have more time than CHITS.

## STREAM

All of these digital realities are connected via the Stream, a vast interconnected network of supercomputers which can be freely tapped into and utilised by all, tho many areas are walled off. Most devices which connect with the Stream are based on the same technologies which humans have used for thousands of years. However, a few wonders of the past age continue to exist and are maintained (although nobody knows how to make more or replace them). The most significant are Entangled Communication Relays or 'Tangle Relays' and Quantum Computer Hubs, or just 'Q Hubs' for short. Tangle Relays can instantly transmit and receive messages across vast ranges, including through Jump Gates, but are largely controlled by the Keepers. Hubs can calculate in seconds what it takes conventional electronic systems years or more to achieve, both are frequent targets of hackers, cyber terrorists and corporate espionage.

## VIRTUAL REALITY (VR)

Despite its uses for work, education, communication, online shopping and many more intimate and immersive forms of entertainment, the Stream is far from a permanent escape. Many areas remain sealed behind paywalls and encryptions, restricting most citizens to basic Grids that provide their necessities and little else. Each Grid comes with its own set of hardwired rules, although the truly-tech savvy can learn what rules can be bent and what ones can be broken.

## AVATAR

Crafting an VR Avatar isn't just a rite of passage for the youth of Nega City; it's required by city law upon reaching adulthood, with one's Avatar hard linked to their legal records. Although many opt for simply replicating themselves in digital form, Stream Avatars can take almost any humanoid shape, with more creative citizens performing a thorough soul search and a lengthy design process before finally registering their digital look.

A wide range of weapons can cause serious damage to a person's mind through attacking their Avatar, death by such weapons in VR will cause almost instantaneous brain death in RL. Although the Stream is not inherently dangerous – no more so than the grime-coated streets of Nega City itself – the costs of long-term connections make it an indulgent escape/tool that is used with care. Few spend significant time in VR... unless CHITS or criminal connections open the alternate access pathways.

## VOIDNET

For those whose occupation places them on the darker side of the law, there's the Voidnet: a powerful, illicit web of sub-networks latched onto the underside of the Stream. Hijacking the main supercomputer network, the Voidnet is a bustling digital marketplace that promises almost any service to those who manage to penetrate its heavily encrypted walls.

Despite offerings of stolen technology, blackmail data, contraband goods, hidden digital fortresses used by criminal families and access codes to a million supposedly secure systems, the Voidnet is hazardous even for frequent visitors. Unlike the clean and well-structured Grids of the Stream, its dark counterpart is a labyrinth of deadly Demon code and corrupted data. Rumours abound of spurned Avatars or rogue viruses that have gained sentience, or even lost digital souls sundered from their RL bodies, prowling the darkest corners in search of victims to hijack.

Aiding the wild theories is the Voidnet's incredible depth and lack of regulation. Even the Breakers – leeching off the official Stream to keep the networks open – can only claim knowledge of tiny fractions, with Grids stacked upon Grids and endless layers of ever-evolving data. One thing is certain: those who use the Voidnet do so with reinforced Avatars, keeping their visits short and their encryptions lengthy, lest they sink into the digital darkness and never break the surface.



## RULES - INTRO

### WHAT IS AN RPG?

Fragged is a Tabletop Role Playing Game. No doubt you've encountered the RPG genre before in computer games, or seen a video or comic strip on the internet about them. But what sets a Tabletop RPG apart is not just their physical nature, but that they can offer you and your friends unparalleled creative freedom.

You can create any world or character that you can imagine, and the characters that you control can attempt to do anything that you want. The only limitations are the rules set out within this book and the creativity of the people playing.

At its essence, a Tabletop RPG is a mechanism for collaborative storytelling that is co-authored by everyone participating in your game. The only objective is for everyone to have fun.

To learn more about RPGs, we recommend you look up the vast number of great videos and articles online.

### RUNNING A GAME

- » 1 Game Master.
- » 2-5 Players.
- » 2-3 hour game sessions.
- » Any number of sessions per campaign.

To run a game of Fragged one person will need to be the Game Master (GM). This is the person who plans your campaign, referees the rules, describes the outcome of dice rolls and runs everything that is not a character controlled by another player (ie: environment, non-player characters (NPCs), etc...).

All other players (we recommend two to five) will create a single character for them to control (known as a Player Character, or PC). These are the protagonists of your campaign.

A campaign is divided up into game sessions (which are usually two to three hours long) where the PCs and GM will work together to create their story. A campaign is a string of narratively connected game sessions and can go for any amount of time (personally, I like my campaigns to go for at least six sessions. But one-shot single session games can also be a lot of fun!).

Each of these game sessions will be divided up into a mixture of different kinds of encounters, typically:

- » Skill based, where the PCs will talk to NPCs and make Skill Rolls to resolve problems.
- » Downtime, where the PCs will have time on their hands to spend Spare Time Points, pursue their personal interests/goals, prepare for future encounters, or travel to new locations.
- » Tactical Combat, this is where the GM will draw up a battlemat and the PCs will move figures around as they take turn to attack, move, etc...

### WHAT TO EXPECT FROM FRAGGED

At its core the Fragged rules are primarily designed to expand Player and GM options, and to offer a robust and slightly gritty rule system that respects a wide range of play styles.

### CORE RESOLUTION MECHANIC

Success or failure of attempted actions in Fragged will be largely dictated by the roll of three six-sided dice (3d6).

Every difficult action, from attempting to repair your car to making an attack with your heavy Apollo gauss rifle, will be resolved with the rolling of dice with the addition of a small bonus or penalty to the rolled number. Rolling high will result in positive results while rolling low will result in negative results. Rolling a "6" on one of your dice will allow you to trigger special abilities known as Strong Hits.

### WHAT YOU WILL NEED

- » At least 3d6 for each person.
- » Printed Character Sheets for each person.
- » Pencil and eraser for each person.
- » A dry-erase playmat (battlemat) along with erasable markers, and miniatures (we recommend 28mm) for combat.
- » An experienced RPG group can resolve Combats without these, but you would be losing some of what makes Fragged special.

Character and NPC Sheets can be found at back of this book, or downloaded from [www.fraggedempire.com](http://www.fraggedempire.com)

### USING THIS RULE BOOK

This book is designed to be a reference book with easy to look up rules, though we hope you will not need to do this too often outside your first few game sessions.



You will NEED to be looking at your Character Sheets while reading through this Rule Book.



At the back of this book is a VERY important section that lists all of the options for making a character (for both NPCs and PCs). After learning the Fragged rules this is where you will spend most of your time.

It is recommended that you read through the lore sections of this book before you read through the rules. This will help you to understand the AUGs, equipment, etc... and will fuel your imaginations about what types of adventures can be had within the Fragged setting.

It may be a good idea to reach out to the online Fragged community and to watch our animated rules videos on YouTube.

» Purple text, icons and boxes are highlighting an important point.

## MEAT OR MACHINE?

A prominent and important theme with the Fragged Cyberpunk setting and rules is the tension between the physical (Meat) and digital (Machine) worlds. All people are defined by how much they lean towards one or the other.

Below are some examples as to how this theme is explored in the rules, but GMs are required to apply their own logical thoughts and creativity, adapting to the requirements of their story and the action of their Players. Be flexible and logical!

### ATTRIBUTES

Characters have 6 Attributes, 3 to represent their Meat nature (Body, Limbs and Mind) and 3 to represent their Machine nature (Data, Network and Edge).

### ENCODING

It is the norm for all humans to be implanted with a wide range of cyberware and electronic augmentations. These are all linked up to the user's brain and operate on a core structure that is built upon one of three coding traditions:

- » Deity: Used by upper-class societies and factions.
- » Demon: Used by underworld societies and factions.
- » Peon: Used by middle and lower-class societies and factions.

### STEALTH & IMPAIR

Characters wishing to hide themselves or impair the actions of another person will need to use the correct skill.

- » Physical Skills are useful for hiding your physical form and tackling another character's physical body.
- » Code Skills are useful for hiding your digital form and for impeding another character's digital systems.

### WEAPONS KIND

All Weapons have a Kind that determines how they interact with a target's Meat or Machine Stance. Some characters will be immune to Physical (ie: if they are a program) or Digital (ie: if they are a 100% organic Meat Kebab).

- » Physical: Applies to a target's Meat Stance. Is good at rolling lots of dice.
- » Energy: Applies to a mixture of a target's Meat and Machine Stance. Is good at dealing Endurance Damage and always being able to affect a target.
- » Digital: Applies to a target's Machine Stance. Is good at Locking On and dealing Strong Hits.

### BLEEDING & OVERRIDING

When a character has a Meat Attribute reduced to a negative they will start to Bleed out. But if one of their Machine Attributes is reduced to a negative their actions can be controlled by an enemy character: which can quickly change the result of a combat.

## CHARACTER CREATION

### TALK WITH YOUR GROUP

I like to start my games with a session 0 where the GM and Players all meet up to talk about the game they want to play. This is also when the GM should lay down the framework for their campaign. Players should pay special attention to details that will affect their character (ie: starting location, house rules, etc...), and especially the tone (ie: light-hearted, horror, political, exploration, etc...).

This is also a great opportunity for the Players to start a discussion with each other about what role they would like to occupy within the group (ie: hacker, mechanic, medic, scientist, etc...). In Fragged it is ok if more than one character occupies the same role.

### CHARACTER CONCEPT

It can be a handy habit for Players to write up a single paragraph describing their character (and possibly even draw them!). Be sure to include their history (ie: family, job, etc...), a note on their personality (ie: fears, regrets, passions, etc...), and a personal goal/motivation (ie: what they value).

While this is an important phase in the creation of a character, don't worry about getting things too perfect. As the game progresses you will organically 'discover' more about your own character as they are placed into different situations, and as inspiration hits you.

### STATS, AUGS, ETC...

See the adjacent column for a step-by-step guide to building a character with the Fragged rules. NPCs use slightly different rules (see pg: 66). When you're generating the stats for your character it is important to make choices that match the character concept that you're trying to create (not just one that is cool/powerful). This is particularly important in regards to your AUGs and Drive selections.

It is also important to make sure you understand the Fragged rules, otherwise you will be placing additional mental effort onto the GM (and possibly other Players), and may also lead to you making choices that do not fit your character concept. If you're not sure how something works, talk to your GM or possibly reach out to the large online Fragged community.

### YOUR FIRST FRAGGED CHARACTER

Fragged has lots of options and it can be an overwhelming task to know what Weapon(s), Stances and AUG to select for your 1st character. You may wish to:

- » Consider selecting options marked with the Rule Light icon . Combo  and Mix it Up  may be particularly difficult.
- » Possibly using pre-made Weapons (pg: 89) and Stances (pg: 94 and 95).
- » For your first AUG you should ONLY look in an area that aligns with your character's primary feature (ie: a doctor should only look at Medicine AUGs, a big strong Legion should only look at Strength AUGs, a sniper at Firearms AUGs, etc...).

## STEP BY STEP GUIDE

- A** » Select your Form. 29  
 » Select an Encoding: Deity, Demon or Peon. 29
- B** » GM determine your starting CHITS (normally 2 in each) 29
- C** » Distribute 18 points across your 6 Attributes. 29  
 » Attributes have a minimum of 0 and no maximum.  
 » Additional Attribute points may be gained by performing an Install AUG Acquisition Roll of 14t.
- D** » Select your Trained Skills. 34  
 » 8 Professional Skills.  
 » 2 Combat Skills.
- E** » Select 1 AUG 36  
 • » You may have up to 1 AUG per Attribute and Trained Skill, with up to 2 AUGs per Trained Combat Skill.  
 » Additional AUGs may be gained by performing an Install AUG Acquisition Roll of 14t.
- F** » Select a Drive. 38  
 » Calculate your Re-Rolls (normally 1).
- G** » Acquire 2 Stances\*. 42  
 » 1 Meat and 1 Machine Stance.
- H** » Acquire a Weapon\*. 42
- I** » \*Spend your Spare Time Points. 40  
 » Starting Spare Time Points = 8.  
 » Ensure you have paid all Spare Time acquire costs associated with your selections.  
 » During character creation you may acquire options that would cost 14t or less without an Acquisition Roll.
- J** » Calculate your Equipment Slots: 40  
 » Physical Slots = 4 + Body.  
 » Digital Slots = 4 + Data.  
 » By default all items require 2 Slots.  
 » Large: 3 Slots.  
 » Small: 1 Slot.  
 » Trinket (including most CHITS): 0 Slots.  
 » Digital items may use Physical OR Digital Equipment Slots (selected when acquired). Others use Physical.
- K** » Calculate Power: 40  
 » Use your Weapon with the highest Power, both of your Stance's Power and 1 for each of your AUGs.  
 » As you grow in power so will the power of the hostile NPCs that take an interest in you.

## PLAY STYLE ICONS

What makes RPGs so uniquely great is that they can engage us in a wide range of fields. From theatre, game mechanics, maths, social engagement, science, world-building, art, and so much more.

While all GMs and Players will interact with all of these fields, we will each lean toward a particular playstyle at different times. The Fraggd rules are designed to allow many different play styles in a single group of Players, especially in regards to AUGs, as Players will increasingly customize the way their character interacts with the rules without negatively impacting the experience of other Players.

Many options in the 'Lists' section of this book (pg: 72 - 99) have icons placed next to them to highlight a broad playstyle that that option leans toward. As Fraggd allows a great amount of customizability, it can be overwhelming to know what options to select. These icons are designed to help GMs and Players make quicker well-informed choices.



### RULES LIGHT

An ideal choice for a GM or Player who prefers fewer game mechanics. These options are often simplistic, and may on occasion reduce the number of rules that a character has to interact with.



### COMBO

A good choice for GMs and Players who enjoy game mechanics and maths. Understanding the full potential in these choices can be complicated, but when used well they may have large (though not always reliable) results.

Be careful to not take too many of these options as they can make for a very complicated (and on occasion, underwhelming) character.



### NARRATIVE

An ideal choice for a GM or Player who enjoys the story side of RPGs. These options commonly grant additional information, give the Player more narrative control, or are just very flavoursome.

More than other options these will affect the play experience of other people in the game. Players should be careful to not monopolize their game's playtime and to be mindful of increasing their GMs workload (GMs may want to reduce their workload by granting these Players some narrative control over minor details).

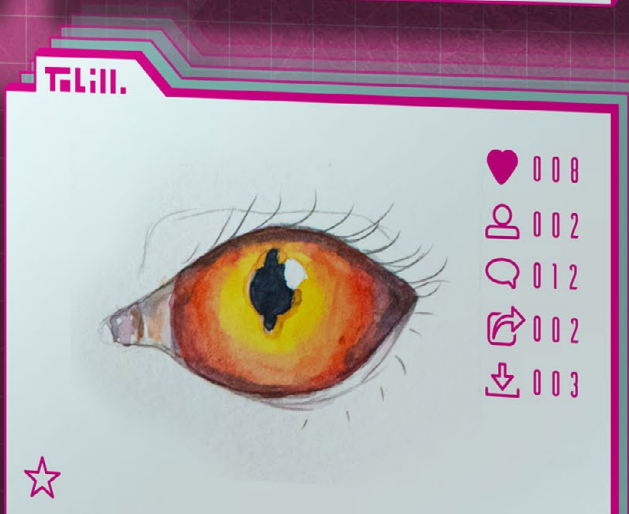
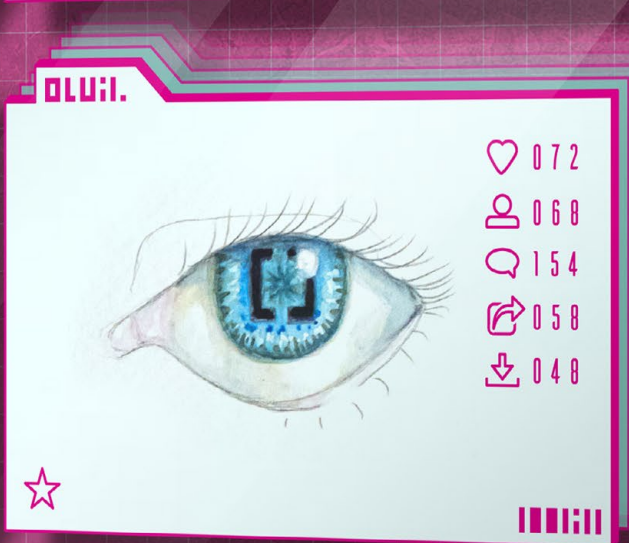
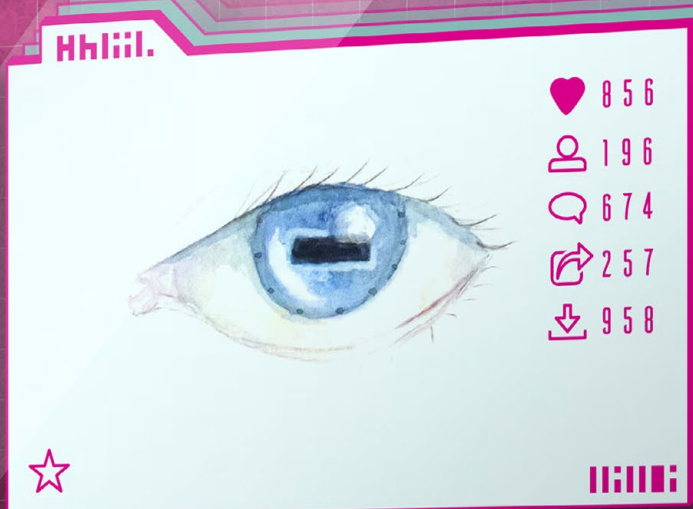
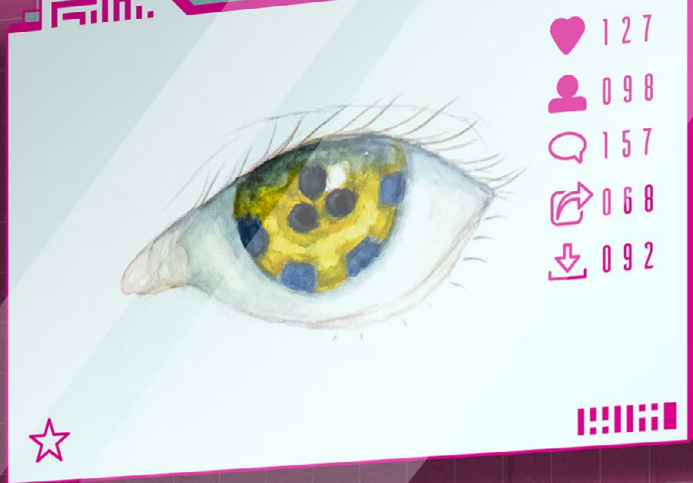


### MIX IT UP

These options are great for GMs and Players who want to mix up the Fraggd rules or create characters that interact with the game's lore in odd ways. They are a good way of adding some spice to a game.



Items with a dot next to them let you know that there is a specific AUG that applies just to it.



## FORM

- » All PCs and Skilled/Nemesis NPCs have a Form that is selected at character creation.
- » See full list of Forms on pg: 80.

Chances are that no other choice will impact the narrative nature of your character more than your choice of Form: as this will define your characters physical/mechanical/digital nature and dictate how most NPCs will initially interact with you.

## ENCODING

It is the norm for all humans to be implanted with a wide range of cyberware and electronic augmentations. These are all linked up to the user's brain and operate on a core structure that is built upon one of three coding traditions:

- » **Deity:** Used by upper-class societies and factions.
- » **Demon:** Used by underworld societies and factions.
- » **Peon:** Used by middle and lower-class societies and factions.

Your choice of Encoding will affect some AUGs and may alter how easily systems that use the same Encoding can access your mind and cyberware.

- » Using a Code Skill (pg: 35) that does not match a target's Encoding will increase the difficulty by +2 to +4.
- » A character's Encoding is kept secret until revealed through a Skill Roll, effect or ability.

## CHITS

- » Start with 2 Credits, Info and Tech: collectively known as your CHITS.
- » Most CHITS normally require 0 Slots to carry.
- » 2 CHITS may be exchanged to grant +1 to a failed Skill or Acquisition roll where they would help (Stacks).
- » Gaining an AUG (see pg: 36) costs 4 CHITS Wealth.
- » Credits, Info and Tech may not be dropped below 0.
- » Most CHITS require 0 Equipment Slots.

## CREDITS

Monthly issued Maker Credits that are tied to the biometric data of all registered citizens. Can be used with the simple swipe of a finger. Primarily used for rent, food and Stream access. May be transferred to other storage devices. All transaction are tracked by the Makers.

## INFORMATION (INFO)

Unique technological and economic data is incredibly valuable. But it is of no value once it has been released and used.

## TECHNOLOGY (TECH)

High tech AUG parts, and/or ancient and advanced technology.

## ATTRIBUTES

- » Characters have 6 Attributes:
  - » Body, Limbs, Mind, Data, Network and Edge.
- » PCs start with 18 points to distribute across their Attributes.
  - » Attributes have a minimum value of 0 and no maximum.
- » An average person has 2 in all Attributes.
  - » An Attribute above 2 nearly always reflects some kind of technological augmentation.
- » Attributes are primarily used for Combat. Determining the effectiveness of your Actions and how much damage you can take before you start to Bleed, vulnerable to being Hacked or die (pg: 54).
  - » See Combat rules on pg: 48.
- » An Attribute value of 4 or more gives +1 to specific Skills.
- » An Attribute value of 6 or more gives +1 to specific Skills.

Attributes represent a character's raw physical, mental and digital abilities. A high Attribute value may reflect a character's natural power that they were born with, that they honed through training, or that they gained through augmentations.

## BODY / DATA

Your physical/digital might and general quality of physical/mechanical health.

- » Physical/Digital Equipment Slots =  $4 + \text{Body/Data}$ .
- » Meat/Machine Endurance is multiplied by your Body/Data.
- » Physical/Digital Impair push =  $\text{your Body/Data} - \text{enemy Body/Data}$ .
- » Body affects Skills: Social\_Force, Physical\_Brute, Mechanics.
- » Data affects Skills: Resolve, Hardware, Code\_Deity

## LIMBS (LIM) / NETWORK (NET)

The speed and flexibility of your physical/digital response to your environment.

- » Meat/Machine Defence:  $+ \text{Limbs/Network}$ .
- » Sighted Shot Hit:  $+ \text{Limbs/Network}$ .
- » Limbs affects Skills: Physical\_Finesse, Driving, Medicine.
- » Net affects Skills: Social\_Insight, Culture\_Common, Code\_Demon.

## MIND / EDGE

Your clarity, speed of articulation and thought, along with your creativity and ability to work outside norms.

- » Combat Order =  $+ \text{Mind} + \text{Edge}$
- » Light Cover =  $\text{Defence} + \text{Mind/Edge}$ .
- » Heavy Cover =  $\text{Defence} + (\text{Mind/Edge} \times 2)$ .
- » Entrenched Cover =  $\text{Defence} + (\text{Mind/Edge} \times 3)$ .
- » Mind affects Skills: Social\_Subtle, Culture\_Upper, Physical\_Stealth.
- » Edge affects Skills: Culture\_Under, Awareness, Code\_Peon.

## SKILL ROLLS

- » Characters are Trained in 10 Skills:
  - » 8 Professional Skills.
  - » 2 Combat Skills.
- » **Trained Skills have a +1 Bonus.**
  - » Characters are assumed to have basic tools for all of their Trained Skills.
  - » Toolboxes grant +1 to a Trained Skill (Does not Stack).
  - » Workshops grant +1 to a Trained Skill (Does not Stack) to all PCs who have regular access to them (even if they are not currently at the Workshop).
- » An Attribute value of 4 or more gives +1 to specific Skills.
- » An Attribute value of 6 or more gives +1 to specific Skills.
- » The GM may give an additional -2 to +2 Description modifier to a Skill Roll based on your approach.
- » A standard Skill Roll Difficulty is 12.
  - » Some rolls may require a Toolbox, Workshop (see Core Misc Items on pg: 96) to complete.

Characters may attempt Skill Rolls to determine if they succeed or fail at doing, or knowing, something. All Skill Rolls are made with 3d6, modified by your Skill bonus/penalties and any Description bonus/penalties that your GM may apply to your roll based on your approach. To succeed at a Skill Roll the total of your roll must equal or exceed the difficulty set by the GM.

### SKILL ROLL

3d6 +/- Modifiers +/- Description vs Difficulty.  
Some rolls may require a Toolbox, Workshop or Research units.

### DIFFICULTY

- » Routine/Easy: No roll needed.
  - » Moderately Difficult: 12 - 14.
  - » Very Difficult: 16.
  - » Extremely Difficult: 18.
- » Do not have the required Tools: impossible.

Rolls significantly above the required Difficulty should produce additional positive effects (eg: complete faster than expected). Rolls significantly below should produce additional negative effects (eg: break an item).

### CRITICAL SUCCESS/FAILURE, THREE SIXES/ONES

If your Skill Roll results in three sixes something awesome should happen, this may be due to specific character knowledge or ability, or a very lucky external event. A roll of three ones should have the opposite result, and may not be re-rolled in any way (even by a Re-Roll or Effort Strong Hit option).

### RETRYING A FAILED ROLL

- » Retrying a Skill Roll that was recently failed applies a cumulative penalty of -2, even if it is attempted by another character.

### ASSISTING

- » Any nearby character may grant a +1 bonus to another character's Skill Roll if they pass a suitable Skill Roll of 10.

### TOOLS

Some Skill Rolls require access to the right tools (ie: to cut through a door you will need a Mechanics Toolbox as bare hands or basic tools will not work). This is especially true for technical Skills (Mechanics, Hardware, Code and Medicine).

- » **Basic Tools:** Every Character is assumed to have access to basic tools (ie: wrench, credit card, etc...) for all Trained Skills.
- » **Toolboxes:** (pg: 96) are a large box filled with a range of portable tools that a working professional would have on hand (ie: a portable computer, med-kit, etc...).
  - » +1 to a specific Trained Non-Combat Skill (Does not Stack).
- » **Workshop:** (pg: 96) all the tools of a Toolbox plus a wide range of large and/or heavy equipment (ie: vehicle hoist, etc...).
  - » Grants all characters with regular access (ie: if it is in their base) +1 to a specific Trained Skill (Does not Stack).

### KEYWORD: SPECIALIZATION: X

- » You gain +2 to all non-Spare Time, non-Attack Rolls narratively connected to topic X (Does not Stack).
- » **Optional Rule:** the topic may be changed to a new thematically similar topic when this AUG is gained.

### DESCRIBE YOUR APPROACH

How you approach a problem is a vital component to performing a Skill Roll, and GMs should never allow a Player to perform a Skill Roll without describing how they are approaching the problem.

- » How a character approaches a problem will dictate what Skill they use, if they require Tools, and may apply an additional -2 to +2 Description modifier to their roll.
- » GMs should aid their Players' role-playing by describing the situation in an evocative and precise manner. Possibly even recommending some obvious approaches and Skill choices.

### GETTING THROUGH A DOOR

Felix wishes to open a sealed Maker door. He could use a suitable Code Skill to hack the digital lock with his computer (a risky task with Maker tech), Brawling to blow it up with a grenade, or use Mechanics and his Toolbox to cut the hydraulics to depressurize the lock so that he can force the door open with his strength.

He chooses the latter option, and the GM grants him an additional +1 Description bonus to his +2 modifier. He rolls 3d6 and gets 12, for a total of 15. Which is enough to open the door.



# HOW TO MAKE A SKILL ROLL



**GM Sets the Scene & Difficulty.**

They may recommend Skill choices.



**PC describes their Approach.**

Along with Skill Choice and Tools used.

GM may apply Description bonus/penalty of -2 to +2.



**PC Rolls 3d6 & add Skill Modifier.**

A roll of a  allows the use of a Strong Hit.

A Drive Re-Roll point may be used to re-roll all dice.



**GM Describes the Outcome.**

## STRONG HITS



Each "6" on a die when performing a Skill, Acquisition or Attack Roll (all of the primary roll types in Fraggd) may be spent to activate a single Strong Hit from your available options.

### STRONG HIT OPTIONS THAT EVERYONE HAS ACCESS TO:

- » **Effort:** You may re-roll a single die from this Roll.
- » **Critical Hit (Once per Attack)** All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (1d3, 1d6, 1d3+3) Attribute.
- » See pg: 54 for full Damage rules.
- » **Critical Boost:** +1 Critical Damage vs all damaged characters with 0 Endurance (Stacks).

Options Gained from:

- » **AUGs & Other:** Strong Hit option gained from AUGs and non-Weapon items may be used at any time.
- » **Weapons:** Strong Hit options gained from a Weapon may only be used with Attack Rolls from that Weapon.

### REQUIREMENTS

Many Strong Hit have requirements that must be met to allow their use.

- » **Acquisition Roll:** You must be performing an Acquisition Roll (pg: 40).
- » **Condition:** Some Strong Hits options may require a specific condition (ie: a damaged character is behind physical Cover).
- » **Double Strong Hit:** To activate this Strong Hit option you need to spend 2 Strong Hit dice (normally 1).
- » **Encoded:** Your Skill roll choice matches your targets Encoding.
- » **Failed Attack/Roll:** Your roll must have failed.
- » **Re-Roll:** Your roll must be a Re-Roll.
- » **Heal:** Your roll must be attempting to Hea Attribute points.
- » **Hit/Success:** Your roll must have succeeded.
- » **Once per X:** May only ever use this Strong Hit option once per X.
- » **Specific Skill:** You must be performing a specific Skill Roll (pg: 34).
- » **Specific Weapon:** You must be making an Attack Roll with a specific Weapon (ie: pistol).
- » **Stealthed:** You must currently be Stealthed (pg: 35) against your enemies (note: 'Stealth' is for a Stealth Skill Roll).
- » **Toolbox/Workshop:** You must be performing a Skill Roll with immediate physical access to a Toolbox or Workshop.
- » **Weapon Stat X+:** When performing an Attack Roll your Weapon must have a specific stat of X or more (ie: End Dmg 5+).

- » **Weapon Type:** You must be making an Attack Roll with a Weapon with a specific Weapon Type (ie: melee).
- » **X per Attack/Combat/session:** This Strong Hit option may only be used X times per Attack, Combat or game session.

### STACKING EFFECTS

An identical effect may sometimes be gained more than once from the same, or multiple, sources. Which may include Strong Hits, AUGs, Weapons, etc... This 'stacking' is only allowed in some circumstances.

- » **Stacks:** The same identical effect may be stacked any number of times (all effects Stack by default).
- » **Stacks up to X:** The same identical effect may be stacked up to a maximum of X.
- » **Multiple effects may be Stacked** in an order that favours the dice roller (ie: the performer of an Attack or Skill Roll).
- » **Does not Stack:** You may only gain this effect once, no matter how many sources grant it.

### EFFORT & PICK THOUGHT

Astrid's mental hacking abilities have grown quite strong, enabling her to pick the thoughts right from a person's mind. She strikes up a casual conversation with a local thug, hoping to find his gang's base of operations without tipping him off. Her Social\_Subtle (+1) Skill Roll results in a total of 10 (1, 2, 6), which is not high enough to subtly gain the information she needs. But her 6 counts as a Strong Hit.



She has two Strong Hit options to choose from, Effort or Pick Thought. She could use Pick Thought, but as her Skill Roll was low and she may risk tipping him off, or just confirming that the thug is suspicious of her. She chooses to use Effort to re-roll the die roll of 1 into another 6, for a total of 15. Allowing her to use Pick Thought.



The GM lets her know that, while the thug speaks to her, he is not suspicious. Rather, he thinks of hanging out with friends to play computer games later that night. Astrid manages to locate an address where his friends ought to be, and she hopes that this is their base of operations.

| Name                                       | Requirements | Result                                       |
|--------------------------------------------|--------------|----------------------------------------------|
| Strong Hit: <b>Chop Doc</b> (Healing Roll) |              | Heal +1 Attribute/Durability point.          |
| Strong Hit: <b>Effort:</b>                 |              | You may re-roll a single die from this Roll. |





## SKILL LISTS

» See full Skill Roll rules on pg: 30.

## NON-COMBAT SKILLS

### SOCIAL

Your knowledge of and ability to communicate with NPCs.

- » **Subtle (Mind):** Acting, conversation, deception and diplomacy.
- » **Force (Body):** Command, interrogation, intimidation and oratory.
- » **Insight (Net):** Languages, mental health, philosophy and understanding a person's motivations.

### CULTURE

Your knowledge about and ability to navigate customs, laws, famous people/places and history.

- » **Upper (Mind):** Upper-class societies and ruling factions.
- » **Under (Edge):** Underworld societies and criminal factions.
- » **Common (Net):** Middle and lower-class societies and working-class/impoverished factions.

### PHYSICAL

Your ability to endure and perform acts of physical hardship.

- » **Brute (Body):** Strength and endurance.
- » **Finesse (Lim):** Agility and balance.

- » Good skills to remove the Inhibit effect from a physical source.

### IMPAIR

During combat you may perform a suitable Physical Skill Roll (see Prep Action, pg: 48) against an suitable enemy (Difficulty = 10 to 16, based on Body/Limb/Trained Physical Skills/character size/etc... differences) to:

- » May Suppress both characters during their next Turn.
- » The winner may also move the other character a number of spaces equal to 'their Body - their opponent's Body'.
- » If suitable to the situation, the GM may declare your opponent completely incapacitated while you remain adjacent to them.

- » **Stealth (Mind):** Your ability to hide your physical/digital self and your actions.

## STEALTHED

While gaining Cover against all enemies you may perform a Stealth Skill Roll (normally via the Prep Action pg: 48 during Combat, Difficulty = 10 to 16, based on cover and enemy observance). If successful you become 'Stealthed,' move at 1/2 speed and may not be perceived or Attacked by your enemies.

You lose Stealthed if you:

- » Attack with a Weapon without the 'Invisible Attack' Keyword.
- » You lose Cover against any enemy facing you.
- » An enemy performs a suitable Skill Roll on you.
- » The Locked On effect is applied to you.

- » The Stealth Skill may be used to hide from both physical and digital perception. But the GM may require a Code Skill Roll to hide your digital self/actions from security systems.

## AWARENESS (EDGE)

Your ability to perceive your environment through your senses and general deductive ability.

- » Awareness may NOT be used for Acquisition Rolls (pg: 40).
- » A good skill to remove the Stealthed effect (Difficulty = 12 to 18).
- » Keywords that reduce Visibility Cover (pg: 52) against enemies reflect enhanced perception (ie: light source, keen hearing/eyesight, etc...) and may grant a Description bonus to some Awareness Skill Rolls.

## RESOLVE (DATA)

Your ability to force your mind to do as you wish.

- » When faced with a fearsome/traumatizing situation the GM may require you to pass a Resolve Skill Roll to avoid suffering a temporary reduction in your Maximum Endurance.

## DRIVING (LIM)

Your ability to control ground, hover, air and space vehicles.

## MECHANICS (BODY)

Your knowledge of and ability to work with architecture, robotics, mechanical engineering and ores.

## HARDWARE (DATA)

Your knowledge of and ability to work with electronic hardware.

- » An ideal Skill for Installing AUGs (pg: 36).

## CODE

Your knowledge of and ability to work with a type of electronic data.

- » **Deity (Data):** Used by upper-class societies and ruling factions. Makes effective use of bulk data to compute effective predictive outcomes.
- » **Demon (Net):** Used by underworld societies and criminal factions. Makes effective use of fast connections to act with speed.
- » **Peon (Edge):** Used by middle and lower-class societies and criminal factions. A complex ever-changing web of best practices that can make it difficult to understand to outsiders.

- » Code are a flexible range of Skills that can be used to remove a wide range of suitable effects (ie: Burn or Inhibit from Digital Weapons, Impair from a Code Skill, etc...), apply them (ie: digital Impair (Data - opponents Data rather than Body - opponents Body), digital Stealthed, etc...) and make (delayed) alterations to a VR. GMs are encouraged to give their PCs a large amount of creative freedom (and GMs should feel free to increase the difficulty of the roll as they see fit).

- » Using a Code Skill that does not match a target's Encoding should increase the difficulty by +2 to +4.

## OVERRIDE

- » Skill Roll 12.
- » Control the next Action of a target with a -1 Machine Attribute or 1-2 Durability.
  - » All actions taken by target make use of their abilities (ie: Attributes, Skill bonus, etc...) and must be performed to the best of their capabilities.
  - » There are NO limitations placed on what commands can be given (ie: they can be asked to shoot themselves in the head: this will reduce their Defence to 10 and they will treat any Hit as if they had 0 Endurance).
- » An Override may be cancelled by another character with an appropriate Skill Roll of 12 and Does not Stack.
  - » This will Suppress the target character.

## MEDICINE (LIM)

Your knowledge of and ability to heal organic lifeforms, ecosystems and advanced organic technology.

- » A good skill to remove the Bleeding and Burn effects.
- » An ideal Skill for many Healing Rolls (pg: 54).
- » An ideal Skill for Installing AUGs (pg: 36).

## COMBAT SKILLS

- » All Skill bonuses and penalties are added to all corresponding Weapon's 'Hit' (ie: Firearms +1 grants +1 to Hit chance on Pistols).
- » Each Trained Combat Skill may have up to 2 AUGs.

### FIREARMS

Your knowledge of and ability to use firearms.

### BRAWLING

Your knowledge of and ability to use melee weapons and explosives.

### TEAMWORK

Your knowledge of, and ability to use, common tactical weaponry, coordinate groups of fighters, and your ability to make effective tactical decisions in large combat situations.

## AUGS

- » PCs start with 1 AUG.
- » Additional AUGs may be gained by performing an Install AUG Acquisition Roll of 14t. Spare Time Points may be spent on this during character creation (see below for details).
- » Characters may have up to 1 AUG per Attribute and Trained Skill.
- » Gain +1 Power per AUG.
- » See full list of AUGs on pg: 81-88.

AUGs are the building blocks of the Fraggd Cyberpunk rule system, granting characters bonuses to Skill Rolls and a wide range of unique abilities that may drastically alter how the rules interact with them.

Selecting a AUG (and especially your first) can be an overwhelming choice for people who are new to Fraggd. We recommend you look over the 'Your First Character' and 'Play Style Icon' advice on pages 26 and 27 for some helpful tips.

### HEALING

Healing damage can be a difficult thing in Fraggd Cyberpunk, and many characters will find themselves installing new AUGs in an attempt to simultaneously improve themselves and repair damage that was dealt to them during combat... **but be careful, each new AUG will increase the might of the foes who will take notice of you.**

## REQUIREMENTS

AUG requirements must be met before that AUG may be selected.

- » **Can't Remove:** This AUG may never be removed.
- » **Encoding:** You must have a specific Encoding.
- » **Form:** You must be of a specific Form.
- » **GM Permission:** This AUG has the potential to unbalance the game and/or require more work from the GM. You will need to get their permission to select this AUG.
- » **Min/Max X:** You must have at least (Min) X in, or at most (Max), X in a specific area (ie: Attribute).
- » **NPC:** This AUG may only be selected by NPCs, and they may also need to be of a specific Type (ie: Henchmen, Troop, Skilled, etc...).
- » **Acquisition Roll (Xt):** To gain this AUG you must first pass an Acquisition Roll of X.

## INSTALL AUG

Installing new augmentations is a vibrant business within Nega City, either from upper-class surgeons, shady street-level Chop Doc, or vile Harvesters who deal in freshly harvest parts. Minor augmentations that give no statistical advantage may only require a Skill Roll to acquire, but a powerful AUG requires the following:

- » Acquisition Roll: 14t with a Workshop.
- » Costs 4 CHITS
  - » The GM may reduce this to 1-3 CHITS if the situation is suitable (ie: installing stolen AUGs, a Chop Doc owes you a favour, etc...).
  - » Costs -1 CHITS if replacing an existing AUG.
- » Gain +1 Power
- » Heal any 8 Attribute Damage.
- » Gain a AUG.

## STACKING EFFECTS

An identical effect may sometimes be gained more than once from the same, or multiple, sources. Which may include Strong Hits, AUGs, Weapons, etc... This 'stacking' is only allowed in some circumstances.

- » **Stacks:** The same identical effect may be stacked any number of times (all effects Stack by default).
- » **Stacks up to X:** The same identical effect may be stacked up to a maximum of X.
- » Multiple effects may be Stacked in an order that favours the dice roller (ie: the performer of an Attack or Skill Roll).
- » **Does not Stack:** You may only gain this effect once, no matter how many sources grant it.

| AUGs                            | Requirements | Benefits                                                                                                | Disadvantages                                                                        |
|---------------------------------|--------------|---------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| Bone Grafts<br>(Body)           |              | +1 Meat Armour.                                                                                         | -1 Meat Armour at 0 Endurance.<br>-2 Meat Defence if you have the Meat Block Stance. |
| Probability Script<br>(Network) |              | +1 Drive Re-Roll.<br>When you perform a Drive Re-Roll you may re-roll a single die (normally all dice). |                                                                                      |

HWB  
355B



74.3%  
COMPLETE

EARLY  
BIRD  
SPECIALS

78.82%  
ASSIGNED

★ PRICE

★ SECURITY

★ STREAM

## DRIVE RE-ROLLS

- » Each character has 1 Drive.
- » Each character has 1 Drive Re-Roll
  - » These Re-Rolls may be spent to re-roll one of your rolls.
    - » Re-roll all dice in this roll.
    - » You regain these when you trigger a Drive success.
    - » Critical Failures and used Strong Hits (except for Effort) do not allow re-rolls.

- 📖 » **Optional Rule:** A Drive Re-Roll point may be spent to add/alter a minor element (not Cover) to an encounter.
- » The consequences of these Drives are triggered through success and failure at achieving goals:
    - » **Failure:** suffer 1 point of damage to your Mind (no Armour, may not be healed/repared with First Aid).
    - » **Minor success:** regain your Drive Re-Rolls.
    - » **Major success:** regain your Drive Re-Rolls and gain 2 Spare Time Points.

Drives are designed to reward Players for proactive roleplaying. The example Drives listed here are intended to inspire GMs and PCs and we encourage you to create more.

### ADORATION

You seek the adoration and approval of others, always wanting to be the centre of attention. Performance artists, politicians and gang leaders.

- » Failure (x2 effect): You lose the respect of a powerful individual or group.
- » Minor success: Impress a powerful individual or group.
- » Major success: Gain the respect of a powerful individual or group who once disliked you.

### CARING

You genuinely care for the well-being of others. Healers, parents, philanthropists and the like may have this Drive.

- » Failure: You fail to protect another person.
- » Minor success: You successfully protect or significantly improve the life of someone else
- » Major success: You save the life of a person who does not want to be saved.

### CAUSE / PROSELYTISER

You have a purpose and a belief that consumes your life. Prophets, street preachers, revolutionaries, capitalist ideologues and the like may have this Drive.

- » Failure: You're experience your cause being shamed.
- » Minor success: You further your cause.
- » Major success: You convince another person to further your cause against their own self-interests.

### COLLECTOR

You like to collect rare objects of a particular type. Archaeologists, gallery owners, bounty hunters and the like may have this Drive.

- » Failure (x2 effect): You lose, fail to obtain, or witness the destruction of a rare object that you desire.
- » Minor success: You discover information about, or the location of, a rare object that you desire.
- » Major success: You acquire a rare object that you have been seeking for some time.

### DOMINATION

You seek to exert control over others through force or intimidation. This may be through physical force, social pressure or other brazen forms of intimidation. Street thugs, lords, military commanders, and the like may have this Drive.

- » Failure: You suffer Attribute damage from a Henchmen, Troop or Companion.
- » Minor success: You successfully achieve your agenda through intimidation.
- » Major success: You successfully intimidate a large group of people or an individual that is more powerful than you.

### RULE KEEPER

You live by a set of rules. These may be strict religious texts, traditions or a personal moral code. Priests, police, elderly people and the like may have this Drive.

- » Failure: You disobey your rules.
- » Minor success: Your code proves to be the correct course of action.
- » Major success: Your code proves to be the correct course of action in spite of others' objections.

Nikon is a hard-nosed soldier with just one rule... never trust a holy-person. Despite his better judgement, Nikon finds himself talking to a silver-tongued priest who is offering his team the location of a space wreck. Despite gaining +1 to all Social\_Insight rolls to sense his motives, Nikon is unable to convince his team not to trust him... but when they get to the wreck it is found to be a trap, Nikon gains 3 Spare Time Points and his Drive Re-Rolls.

### LIBERTY

You seek freedom from a specific group, belief or social convention that holds power over you. Teenagers, insurrectionists, slaves, corporate indentured workers and the like may have this Drive.

- » Failure: Your oppressor gains power over you.
- » Minor success: You make progress towards your freedom.
- » Major success (x3 effect, then select a new Drive): You gain ultimate freedom from your oppressor.

## MONUMENT

You strive to create something bigger than yourself. Inventors, entrepreneurs, CEOs and the like may have this Drive.

- » Failure: You did not make any progress towards creating something of great importance and lasting value during your previous 2 Sessions.
- » Minor success: You make significant progress towards creating something of great importance or lasting value.
- » Major success: You create something of great importance or lasting value.

## MYSTERIOUS

You're a person who likes their secrets or you may derive satisfaction from confounding others. Assassins, gurus, smugglers, mystics, scientist and the like may have this Drive.

- » Failure: A person sees through one of your deceptions, misdirections or attempts at Stealth.
- » Minor success: You achieve a significant goal through deceptions, misdirections or Stealth.
- » Major success: You secretly achieve a significant goal that benefits your group without them knowing about it.

## NEEDY

Through your own immaturity, innocence, weakness or naiveté, you have come to be greatly dependent on others. Children, spoilt people, the infirm and the like may have this Drive.

- » Failure: You take on the suffering of another person.
- » Minor success: You convince another person to help you for no self-benefit.
- » Major success: Another person suffers so that you don't.

## OVERLOOKED

Either through careful scheming or timidity, you prefer not to be the centre of attention. You may be easily seen, but most would not give you a second glance.

- » Failure (x2 effect): A group perceives you as powerful for the first time.
- » Minor success: You're mistakenly perceived as insignificant by a powerful individual or group.
- » Major success: You overpower a significant person who thought you were weak.

## PUPPET MASTER

You seek to secretly control other people's choices. Your actions may be self-serving, or you may believe that other people don't know what's best for them. Con artists, salesmen, leaders, Makers and the like may have this Drive.

- » Failure (x2 effect): A person or group strongly fights against your plans.
- » Minor success: You're able to guide another person's actions to further your goals despite risk to themselves.
- » Major success: You're able to secretly guide a powerful individual or groups actions to further your goals.

## REDEMPTION

You wish to atone for past failings. Penitent religious people, remorseful criminals, redeemed criminals and the like may have this Drive.

- » Failure: You make things worse for those you have wronged.
- » Minor success: You suffer harm while attempting to gain atonement for your guilt.
- » Major success (x2 effect, then select a new Drive): If you achieve redemption.

## RETRIBUTION

You seek to harm a hated group, powerful individual or social system that has caused you harm. Teenagers, insurrectionists, victims and the like may have this Drive.

- » Failure: The focus of your retribution causes you significant trouble.
- » Minor success: You cause harm to the focus of your retribution.
- » Major success: You cause lasting harm to the focus of your retribution.
- » Major success (then select a new Drive): If you achieve final retribution.

## SERVICE

While you may aspire to command someday, for now you adhere to an established hierarchy and you see value (and possibly security) in furthering the goals of your chosen organisation. Soldiers, common workers and the like may have this Drive.

- » Failure (x2 effect): The object of your service suffers loss due to your actions or in-actions.
- » Minor success: The object of your service completes a goal due to your assistance.
- » Major success: The object of your service gains substantial power or influence due to your service.

## THRILL SEEKER

You thrive on adventure, novelty and the emotional high that comes through success. While many may perceive you as irresponsible, you know that you're simply aspiring to live life to its fullest. Explorers, duellists, teenagers, youth and the like may have this Drive.

- » Failure: You embarrass yourself.
- » Minor success: You put yourself at risk for little/no added benefit.
- » Major success: You contribute to, and survive, a great battle without taking Attribute damage or 10+ Endurance damage.

Gracklxi is a complete show-off. Performing backflips over holes that he can run around, climbing sheer walls over ladders and calling attention to himself at every success... no matter how minor. This grants him lots of Drive Re-Roll points, but every time he fails in a significant way he suffers Attribute damage.

## SPARE TIME POINTS

- » Spare Time Points are spent to attempt an Acquisition Roll to gain equipment, services, complete a task, etc... if it has an Acquire cost denoted with a 't'.
- » The Awareness Skill may not be used for Acquisition Rolls.
- » A Spare Time Point is lost even if the Acquisition Roll fails.
- » Found items require no Acquisition Roll to keep.
- » Your Spare Time Points at the start of the game = 8
- » You may automatically acquire any item or service that costs 14t or less (no roll required) when creating your character (but it still costs a Spare Time Point).
- » **Characters gain 1 Spare Time Point at the start of each session.**
- » Long periods of in-game downtime (ie: 3+ weeks) may grant +1 Spare Time Point.
- » See GM Guide on Rewarding Players on pg: 59.

Spare Time Points represent what your character does with their productive downtime. This includes, but is not limited to, shopping for items and Installing AUGs.

### ACQUISITION ROLLS

Acquisition Rolls work just like Skill Rolls (pg: 30), except that they cost a Spare Time Point to attempt. This Spare Time Point is spent even if you fail your roll.

- » Any items, service, AUG, etc... that has "t" after their Acquire cost requires a successful Acquisition Roll with a difficulty of that number to gain. (ie: 12t would require an acquisition skill roll at difficulty 12).
- » The Skilled used to attempt this Acquisition Roll will be dictated by character's approach to completing their task (ie: Social\_Subtle to haggle, Mechanics to build, etc...).
- » **Success:** You gain the item or complete the desired task, and spend the Spare Time Point.
- » **Failure:** You do not gain the item or complete the desired task and spend the Spare Time Point.

#### Re-Attempting a Failed Acquisition Roll

Unlike with a Skill Roll you do not suffer a -2 penalty for re-attempting an Acquisition Roll. However, you must spend another Spare Time Point.

#### Assisting an Acquisition Roll

Assisting another character's Acquisition Roll will cost you 1 Spare Time Point (so its normally not worth it unless they are just 1 off success).

### SHARING SPARE TIME POINTS

Spare Time Points may only be shared for rolls that may Heal damage (pg: 54). Spare Time Points shared in this way must be used immediately.

### ACQUIRING AN SMG

Both Jane and Cane wish to have an SMG. This has an Acquisition difficulty of 12t.

Jane wishes to buy hers. She performs a Social\_Subtle Acquisition Roll at difficulty 12 by spending 1 Spare Time Point, to haggle with a gun dealer. If Jane fails her rolls she may spend 1 CHITS to grant +2 to her roll.

Cane wishes to steal his. He performs the same Acquisition Roll, but with the Code\_Demon Skill to steal the weapon off the Stream and have it delivered to a secure location.

## ACQUISITION

- » Many tasks, items and services have an Acquire cost or Requirement that must be paid to obtain.

### SKILL ROLL

- » See Skill Roll rules on pg: 30.
- » A simple Skill Roll must be made to obtain this minor item, service, or to complete this task.

### ACQUISITION ROLL, XT

- » An Acquisition Rolls of X must be made to obtain this item, service, or to complete this task.

### FOUND ITEMS

Items that are found or given by an NPC:

- » Do not require a Skill Roll or Acquisition Roll to acquire.
- » This is a great way to save Spare Time Points or gain a Modification/item/AUG that are difficult to acquire.

## SLOTS

- » Physical Slots = 4 + Body.
- » Digital Slots = 4 + Data.
- » By default all Weapons and Misc items (not Stances) require 2 Slots.
- » Keywords change this: Large (3), Small (1) and Trinket/Innate (0).
- » Weapon Kind or GM may dictate if it requires Physical or Digital Slots.

## POWER

- » Power = Your Weapon with the highest Power, both of your Stance's Power and 1 for each of your AUGs.
- » As you grow in power so will the power of the hostile NPCs that take an interest in you.

# HOW TO MAKE AN ACQUISITION ROLL



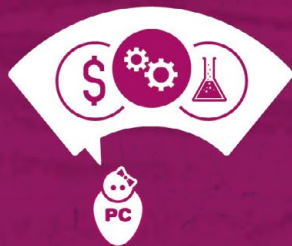
## Select Objective from Rule Book.

The Rule Book normally sets the Difficulty of the roll.



## Reduce your Spare Time Points by 1.

This point is lost even if you fail this Acquisition Roll.



## Describes your Approach.

Along with Skill Choice and Tools used.

GM may apply Description bonus/penalty of -2 to +2.



## PC Rolls 3d6 & add Skill Modifier.

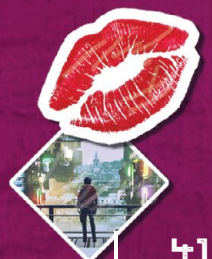
A roll of a  allows the use of a Strong Hit.

A Drive Re-Roll point may be used to re-roll all dice.



## Success = Gain Objective.

GM describes the outcome.



## VIRTUAL REALITY (VR)

GMs should treat VR scenarios in a similar way to standard RL scenarios, with the PCs interactive with an exotic environment with a wide range of rules that are specific to that Grid.

### AVATAR

A character's Avatar is a digital representation of themselves within a VR Grid. They have access to all of their Skills and digital equipment (see below for more details).

- » Optional Rule: GMs may wish to have their PCs keep track of two sets of items, those they have in RL and those in VR. Digital Weapons should exist in both.

### GRID RULES

Every VR Grid comes with its own set of special rules. Some of these rules can be broken, while others can be bent: given the correct Code Skill Roll is made in the right way. Learning these rules will give a person a HUGE advantage within that Grid. Watching what NPCs do can give hints about what the rules are of a Grid, and how they can be affected.

Below are some example rules designed to inspire GMs:

- » Attacks made without shouting a creative name for that Attack will give you a -1d6 Hit and -1 Crit Dmg penalty.
- » Avatars may only act one at a time and move in a grid-like fashion across a combat area.
- » Characters may freely walk on walls and ceilings.
- » Items that would normally require an Acquisition Roll (costing a Spare Time Point) now only require a Skill Roll of the same difficulty.

### CODE SKILLS

Code Skills (see pg: 35) may be used to alter a VR environment (according to what is possible within that Grid). ALL alterations are delayed by at least 1 full Combat Turn (about ten seconds), and complex alterations (ie: bringing in a Weapon or vehicle) may require lots of preparation (ie: an Acquisition Roll).

- » Using a Code Skill that does not match a Grid's Encoding should increase the difficulty by +2 to +4.

### COMBAT

- » Only Digital Weapons may be used in VR.
- » Non-digital Weapons may gain the 'VR Script' Modification (a Skill Roll of 12 to Acquire) to allow them to be used in VR.
- » VR Damage affects the RL character attached to the Avatar.

### MEAT KEBABS

Character's with this Form may only enter low-quality VR Grids, and only if they have access to a suitable Code Workshop.

## EQUIPMENT - INTRO

Items in Fragg'd Cyberpunk are broadly split up into the following categories:

### WEAPONS

All Attacks are made via a Weapon. Most are physical items, but those with the Natural or Innate Keyword may be a natural ability (ie: a fist) or an inbuilt piece of technology.

- » Weapons by default require 2 Physical or Digital Equipment Slots to carry.
- » Keywords: Large (3), Small (1), Trinket/Innate (0).

### STANCES

Stances are general representations of how you avoid taking damage, and may represent a mixture of your personal skill and/or equipment.

### MISC

This covers everything that is not covered by the other categories, and commonly includes Tools and other minor objects.

- » Weapons by default require 2 Physical or Digital Equipment Slots to carry.
- » Keywords: Large (3), Small (1), Trinket/Innate (0).

### AUGS

While body augmentations are not objects that held, they are technically 'things'... or at least software.

## WEAPON & STANCE CREATION

- » See Acquisition and Slot rules on pg: 40.
- » See equipment Keywords and notes on pg: 72.
- » See full list of equipment on pg: 89-99.
- » See example pre-made Weapons on pg: 89.
- » See example pre-made Meat Stances on pg: 94.
- » See example pre-made Machine Stances on pg: 95.

### STEP BY STEP GUIDE

- » Select a base Weapon or Outfit.
- » Select 1 Variation per Weapon/Outfit Type.
- » May add any number of Modifications.
  - » May add during any suitable downtime.
  - » The same Modification (from the same Type) may not be added more than once.
- » Pay the Acquire cost.
- » Calculate your Power.
  - » Both of your Stances add to your Power.
  - » Only your highest Power Weapon adds to your Power.

# WEAPON & STANCE CREATION



Select a base Weapon/Stance.



Select 1 Variation per Type.



May Add any Number of Modifications.

May add during any suitable downtime.

The same Modification may not be added more than once.



Pay the Acquire cost.

Most require a Acquisition Roll.



Calculate your Power.

Both of your Stances add to your Power.

Only your highest Power Weapon adds to your Power.



## WEAPONS

- » By default all character items require 2 Equipment Slots to carry and 2 hands to use. Size Keywords may alter this (see pg: 73).

- » See Attack Roll on pg: 50.
- » See Damage rules on pg: 54.

### HIT DICE

- » The number of Dice that you roll when you make an Attack Roll.

### +HIT

- » Combat Skill modifiers are added to a Weapon's 'Hit' based on their category (ie: Firearms +1 grants +1 to pistol's Hit).
- » NPCs all gain +2 Hit with all Weapons (no Skill modifier).
- » Adds to your Attack Roll total.
- » **Physical:** Attack target's Meat Defence.
- » **Energy:** Attack target's highest Defence.
- » **Digital:** Attack target's Machine Defence.

### RANGE

- » Determines the base size of your weapons Range Increment.

### ENDURANCE DAMAGE (END DMG)

- » Determines how much Endurance/Shield damage this Weapon does when you hit them with an Attack Roll.
- » **Physical:** Deals Damage to target's Meat Endurance.
- » **Energy:** Deals Damage to target's Meat and Machine Endurance.
- » **Digital:** Deals Damage to target's Machine Endurance.

### CRITICAL DAMAGE (CRIT DMG)

- » Determines how much Attribute damage (-target's Armour) this Weapon does when you deal damage from a Strong Hit: Critical Hit.
- » **Physical:** Critical Hit random location 1d3, and Mear Armour.
- » **Energy:** Critical Hit random location 1d6, and corresponding Armour (Meat = 1-3, Machine = 4-6).
- » **Digital:** Critical Hit random location 1d3+3, and Machine Armour.

### TYPE & VARIATIONS

- » Will dictate what Variations and Modifications it may select.
- » The Companion (pg: 56) Weapon Types comes with additional rules.

### ACQUIRE

- » See Acquisition rules on pg: 40.

### POWER

- » Add your highest Weapon Power to your Power.

### KEYWORDS & NOTES

- » Most Weapons have special Keywords and notes that give them additional abilities and may alter how they interact with sources.
- » Munition Abilities and Strong Hit options from a Weapon may only be used by that Weapon.
- » See full list of Keywords and Notes on pg: 72.

## WEAPON KIND

All Weapons have a Kind that determines how they interact with a target's Meat or Machine Stance.

### PHYSICAL

- » Attack target's Meat Defence.
- » Critical Hit random location 1d3, and Mear Armour.
- » **Munition 1:** Gain +1d6 Hit (Stacks).
- » May only Reload 3 times between resupply opportunities.
- » Uses Physical Equipment Slots.

### ENERGY

- » Attack target's highest Defence.
- » Critical Hit random location 1d6, and corresponding Armour (Meat = 1-3, Machine = 4-6).
- » **Munition 1:** +2 End Dmg (Stacks).
- » Regain 1 Munition at the start of each Turn.
- » Uses Physical Equipment Slots.

### DIGITAL

- » Attack target's Machine Defence.
- » Critical Hit random location 1d3+3, and Machine Armour.
- » **Munition 1:** Strong Hit +1 (Stacks).
- » You suffer 10 Machine Endurance Damage when you Reload.
- » May use Physical OR Digital Equipment Slots (selected when acquired).

## IMPROVISED

- » All characters have access to the Improved Weapon.

This Weapon represents an Attack with a non-standard Weapon. Below are examples of how this Weapon may be used.

- » **Fist**
  - » +2 Hit, 1 Range (Max Range: 1), 2 End Dmg, 2 Crit Dmg, Innate, Physical.
- » **Kitchen Knife**
  - » +0 Hit, 1 Range (Max Range: 1), 2 End Dmg, 3 Crit Dmg, Physical.
- » **Large Metal Pipe / Rifle Butt**
  - » -2 Hit, 1 Range (Max Range: 1), 4 End Dmg, 3 Crit Dmg, Large, Physical.
- » **Thrown Stone**
  - » +0 Hit, Range = Body (Max Range: 10), 3 End Dmg, 2 Crit Dmg, Small, Physical.
- » **Hack**
  - » +0 Hit, Range = Data (Max Range: 20), 3 End Dmg, 0 Crit Dmg, Trinket, Digital.
- » **Welding Torch**
  - » -3 Hit, 1 Range (Max Range: 1), 4 End Dmg, 4 Crit Dmg, Large, Pierce 2, Energy.

## STANCE

- » Stances do not require Slots.
- » All PCs have 2 Stances: 1 Meat and 1 Machine.
- » See Damage rules on pg: 54.

Stances are general representations of how you avoid taking damage, and may represent a mixture of your personal skill and/or equipment.

### COMBAT ORDER (+MIND/EDGE)

- » Determines who acts first in personal Combat.
- » Combine your Meat and Machine values into one.
- » May be reduced by Attribute damage.

### DEFENCE (+LIMBS/NET)

- » This is the number needed by an Attack Roll (pg: 50) to hit you.
- » Increased by Cover (pg: 52).
- » May be reduced by Attribute damage.
- » Physical: Attacks are applied to your Meat Defence.
- » Energy: Damage is applied to your highest Defence.
- » Digital: Attacks are applied to your Machine Defence.

### ENDURANCE (xBODY/DATA)

- » This is the amount of Endurance damage you can suffer before all damage on you causes an automatic Critical Hit, and the Critical Boost Strong Hit option may be used against you.
- » Physical: Damage is applied to your Meat Endurance.
- » Energy: Damage is applied to your Meat AND Machine Endurance.
- » Digital: Damage is applied to your Machine Endurance.

### ARMOUR

- » Reduce the amount of Attribute damage suffered by this number.
- » Meat Armour: Protects: 1) Body, 2) Limbs and 3) Mind.
- » Machine Armour: Protects: 4) Data, 5) Network and 6) Edge.

### TYPE & VARIATIONS

- » Will dictate what Variations and Modifications it may select.

### ACQUIRE

- » See Acquisition rules on pg: 40.

### POWER

- » Both Stances add to your Power.

### KEYWORDS & NOTES

- » See equipment Keywords and notes on pg: 72.
- » Special Keywords and notes that give them additional abilities.

## MISC ITEMS, SERVICES & TASKS

- » Characters may carry any amount of Misc items.
- » As long as they have enough Slots.
- » By default all Misc items require 2 Equipment Slots to carry, 0 hands to use, and no Draw action to equip and unequip.
- » Size Keywords (ie: Small, Large, Natural, etc...) may alter this. See pg: 73.
- » See full list of Keywords and notes on pg: 72.
- » See full list of example Misc Items, Services & Tasks on pg: 96.

These are the wide range items, services and tasks that a character may obtain or perform. Those listed on pg: 96-99 are examples and GMs are encouraged to create new options as needed.

### STARTING CHARACTER ITEMS

Character may start a game with the following:

- » Hand Comm: Trinket, Communicate (digital data, visual, audio, access a Stream, etc...) with Comm devices over 300 Kilometres of unobstructed space.
- » Flash Light: Trinket, 0 or 1 Handed, Remove all Low Light Cover from yourself and a Splash 1 area within 10 spaces of you.
- » Bulky Toolbox: Large, Counts as a Toolbox for a non-Combat Skill.
- » Common Items: Few changes of clothes, backpack and any other minor items that are suitable to your character concept.

### KEYWORD: TASK

- » This is a task that is immediately performed and is not an object that is carried.



| Meat_Stance                                                                                                  | Combat Order | Defence | Endurance | Armour | Stance Type      | Kind      | Acquire | Power |
|--------------------------------------------------------------------------------------------------------------|--------------|---------|-----------|--------|------------------|-----------|---------|-------|
|  Martial Dodge - Avoidance | 2            | 15      | 2         | 1      | Meat, Practical. | Phy, Ener | 12t     | 0     |

\*Twice per Combat: +2 (+3 if in environmental Cover) Armour vs an Attack (Stacks), +2 Physical Equipment Slots.

| Machine_Stances                                                                                                 | Combat Order | Defence | Endurance | Armour | Stance Type      | Kind       | Acquire | Power |
|-----------------------------------------------------------------------------------------------------------------|--------------|---------|-----------|--------|------------------|------------|---------|-------|
|  Aggressive Firewall - Endure | -1           | 6       | 5         | 4      | Machine, Combat. | Ener, Digi | 14t     | 1     |

While you have Machine Endurance: once before your next Turn you may redirect 1 Digital Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), -1 Physical and Digital Equipment Slots.

NAME: Tekka

FORM: Hologram

*May change appearance for 10 minutes a day per AUG.*

*Always have Light Limited Vision Cover (allows physical stealth).*

ENCODING: DEITY DEMON PEON



| <Attributes> |         | (08) | AUGs           |
|--------------|---------|------|----------------|
| MEAT         | BODY    | 3    | Drone Swarm    |
|              | LIMBS   | 4    |                |
|              | MIND    | 2    |                |
| MACHINE      | DATA    | 2    | Seamless Lense |
|              | NETWORK | 6    |                |
|              | EDGE    | 2    |                |

## CHITS

+1 to a failed roll = 2 CHITS  
Gain an AUG = 4 CHITS\*  
\*and an Install AUG roll

|              |           |           |
|--------------|-----------|-----------|
| 1<br>Credits | 2<br>Info | 2<br>Tech |
|--------------|-----------|-----------|

## SPARE TIME

+1 per Session  
Acquisition Rolls +[ ]

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|

## SKILLS x8

|                                   | Trained | 4+ Attribute | 6+ Attribute | Toolbox 10+ | Workshop 15+ | Form/AUGs | Total | AUGs |
|-----------------------------------|---------|--------------|--------------|-------------|--------------|-----------|-------|------|
| <b>Social</b>                     |         |              |              |             |              |           |       |      |
| _Subtle... (Mind)                 | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [0]   |      |
| _Force... (Body)                  | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [2]   |      |
| _Insight... (Net)                 | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [2]   |      |
| <b>Culture</b>                    |         |              |              |             |              |           |       |      |
| _Upper... (Mind)                  | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [1]   |      |
| _Under... (Edge)                  | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [0]   |      |
| _Common... (Net)                  | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [2]   |      |
| <b>Physical</b>                   |         |              |              |             |              |           |       |      |
| _Brute... (Body)                  | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [1]   |      |
| _Finesse... (Lim)                 | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [2]   |      |
| _Stealth... (Mind)                | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [3]   |      |
| <b>Awareness</b> (Edge) [+] = [1] |         |              |              |             |              |           |       |      |
| <b>Resolve</b> (Data) [+] = [1]   |         |              |              |             |              |           |       |      |
| <b>Driving</b> (Lim) [+] = [1]    |         |              |              |             |              |           |       |      |
| <b>Mechanics</b> (Body) [+] = [0] |         |              |              |             |              |           |       |      |
| <b>Hardware</b> (Data) [+] = [2]  |         |              |              |             |              |           |       |      |
| <b>Code</b>                       |         |              |              |             |              |           |       |      |
| _Deity... (Data)                  | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [0]   |      |
| _Demon... (Net)                   | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [4]   |      |
| _Peon... (Edge)                   | [+]     | [+]          | [+]          | [+]         | [+]          | [+]       | [0]   |      |
| <b>Medicine</b> (Lim) [+] = [1]   |         |              |              |             |              |           |       |      |

## COMBAT SKILLS x2

|          |     |     |     |     |     |     |     |     |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|
| Firearms | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| Brawling | [+] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| Teamwork | [+] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |

## SPECIALIZATIONS

+2 to all non-Acquisition, non-Attack Rolls narratively connected to this topic.

## EQUIPMENT SLOTS

|                                 |                               |
|---------------------------------|-------------------------------|
| Physical... 4 +Body +[-2] = [5] | Digital... 4 +Data +[ ] = [6] |
| 1-2) Ark Blades                 | 1) Hacker Node                |
| 3-4) Hardware Toolbox           | 2-3) Code_Demon Toolbox       |
| 5)                              | 4-5) Stealth Toolbox          |
|                                 | 6)                            |
|                                 | S_Force Toolbox (innate)      |

## HOME BASE

Location: Stream VR Home

*A spacious digital home in the Stream.*

*Aesthetic Renovations.*

*Stealth Workshop.*

## DRIVE: Liberty

Re-Rolls ..... 1 + [ ] = [1]

*Failure: Oppressor (owner) gains power over me.*

*Minor Success: Make progress towards freedom.*

*Major Success: (x3 effect) Gain ultimate freedom.*

## NOTES

*Drone Swarm:*

*+1 Meat Defence per AUG (min +2, Stacks up to +6).*

*Seamless Lense:*

*>> You do not look like a hologram and may make minor alterations to your appearance at will.*

## STRONG HIT

Effort

## REQUIREMENTS

## RESULT

You may re-roll a single die from this Roll.



## COMBAT - INTRO

Important combats in Fraggd are resolved with miniatures placed on a battle map and with each character taking turn to act in a precise tactical fashion. Victory will go to the PCs if they are able to use teamwork and their equipment, Munition and the environment to their advantage.

We recommend you use a markable battle map with erasable markers for drawing terrain and 32mm miniatures, or cardboard tokens, for characters.

GMs should also be sure to give NPCs well-defined motivations and to make combats interesting through the use of non-Attack Roll related objectives/hazards (ie: protect an NPC, time limit, exotic environments, etc...)

Minor combats should be quickly resolved with each character performing a few Skill Rolls (pg: 30) without the use of a battle map or miniatures.

## TURN

- » Personal Combat is broken up into Turns, each representing around ten seconds of time.
- » **Characters may perform 2 Actions during their Turn.**
- » Some NPC Types may perform more, or less, Actions per Turn. See pg: 66.
- » You have 6 Actions to choose from.
- » You may select the same Action more than once, and may perform them in any order.

## COMBAT ORDER

Character Turns are performed in descending order of the Combat Order Sub-Stat (highest first). If two characters have the same Combat Order, use their current Edge Attribute as a tie-breaker. If they are still drawn, then they should play a quick game of 'rock, paper, scissors' or roll a die.

- » **May be reduced by Attribute damage (pg: 54).**

## SURPRISE ROUND

If a character or group is not expecting combat when it begins, then the Attackers gain a Surprise Round. If all characters are ready for combat when it starts, nobody gains a Surprise Round.

- » Characters gaining a Surprise Round gain 1 free Turn where they may perform 1 Action.
- » Henchmen and Troop NPCs may only move OR Attack during Surprise Rounds.

## DELAYING YOUR TURN

You may not choose to delay your Turn. Instead, you should choose to perform the Overwatch Action (possibly twice).

## ACTION LIST

- » Action effects may be triggered in any order (ie: move and then Attack, or Attack and then move).
- » **Attribute damage may reduce the effectiveness of your Actions.**
- » See Attack Roll rules on pg: 50.
- » See Damage rules on pg: 54.

## SNAP SHOT

As you dash across the battlefield you let off a quick shot.

- » **Move 3:** You may move your character up to 3 spaces.
- » **Attack:** You may make an Attack with a drawn Weapon.

## SIGHTED SHOT

Standing still for a moment, you concentrate all of your faculties into making an accurate attack on your target.

- » **Attack:** You may make an Attack with a drawn Weapon.
- » **Hit +Limbs/Network:**
  - » **Physical:** Add your Limbs to your Attack Roll value.
  - » **Energy:** Add your Limbs to your Attack Roll value.
  - » **Digital:** Add your Network to your Attack Roll value.
- » **Range +3:** Add 3 to your Range Increment value.

## TAKE AIM

You take careful aim at your prey. Ready to strike a particular part of their body while finding a gap in their Cover.

- » **Crit Location +/-1:** Add or decrease the Crit Loc +/-1 Keyword to your next Attack this Combat (Does not Stack).
- » **Alter what random Critical Hit Attribute is damaged by +/-0 to X,** but may NOT shift onto an Attribute that would not normally be able to harm (ie: 1d3 can't hit location 4).
- » **Your Critical Hits deal x2 Durability damage after Armour** (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).
- » **Reduce Cover by 1:** Your next attack gains the keyword 'Cover -1' (Does not Stack).
- » **Reduce the Cover of all Types by 1 Step** for your next Attack (ie: reduce Entrenched to Heavy, Heavy to Light, and Light to No Cover).

## OVERWATCH

With your weapon at the ready you wait carefully for the perfect moment to attack. Either waiting to catch your target in a moment of vulnerability, or you protect an area. But be careful, if an enemy is quick enough they might take you down before you can.

- » **May Attack or Move 3 in response to any Action:** Immediately after any perceived character (friend or foe) completes an Action, you may interrupt their Turn to perform an Attack with a drawn Weapon (the target does not need to be the character that triggered your Overwatch) or move 3 spaces.
- » **Performing multiple Overwatch Actions allows you to Attack/Move in response to multiple Actions** (not all off the same one).
- » **Range +3:** Add 3 to your Range Increment value.

# MOVEMENT

## REPOSITION

You are either running as fast as you can, spending serious effort interacting with your environment or you dive behind cover.

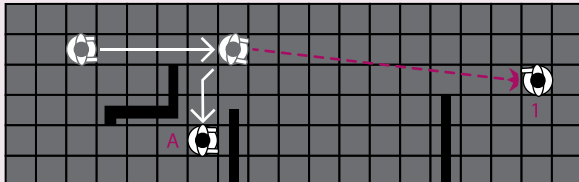
- » **Move 5 or gain Cover +1:** You may move your character up to 5 spaces OR increase your current Cover by 1 step (Stacks) (You must already be gaining at least Light Cover, see Cover rules on pg: 52).

## PREPARE

You prepare yourself, possibly briefly catching your breath while taking time to do a short task or reload your Weapon.

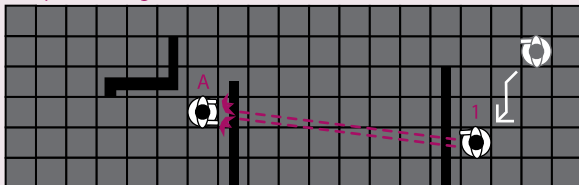
- » **Select Two:** select two **different** options from those listed here:
  - » **Draw:** Move a carried item into, or out of, your hands.
  - » **1/2 Reload:** After you Reload a Weapon twice you regain all of that Weapon's Munition (see pg: 51). Once you have started to Reload a Weapon you may not make an Attack Roll with it until finished.
  - » **Physical:** May only Reload 3 times between resupply opportunities.
  - » **Digital:** You suffer 10 Machine Endurance Damage when you finish Reloading this Weapon.
  - » **Recover 3:** Heal 3 Meat and Machine Endurance.
  - » **Move 3:** You may move your character up to 3 spaces.
  - » **Skill Roll:** You may perform a Skill Roll (see pg: 30).

### Reposition & Snap Shot



During his Turn Theodore (A) performs Reposition (allowing him to move forward 5 spaces) and the Snap Shot (allowing him to Attack with one of his Weapons, and then move back 3 spaces) Actions.

### Snap Shot & Sighted Shot



During his rival's (1) Turn they perform Snap Shot (moving forward only 2 spaces, then making an Attack), followed by a Sighted Shot with his pistol (performing an Attack with 'Hit +Limbs' and 'Range +3').

» See GM Guide to Environments on pg: 61.

- » Moving diagonally on a grid does not cost additional movement.
- » Each square, inch, or space on a battle map represents 1m<sup>2</sup>.

## DIFFICULT TERRAIN

- » Costs x2 Movement.
- » Particularly Difficult Terrain (ie: climbing a wall) may also require a Physical Skill Roll (by performing the Prep Action).

### Moving Through Characters

- » Ally: costs x2 Movement.
- » Enemy: costs x2 Movement and requires a Physical Skill Roll.

## EXAMPLE SPECIAL KINDS OF MOVEMENTS

The special kinds of movement listed here should be seen as an example of what's possible, we encourage GMs to create more.

### Fly

You may spend your Movement to fly higher (and lower): increasing the distance of all Attacks made against you, and by you by the amount you have moved up. This may also reduce the Range between you and another flier (eg: by flying closer to them). Flying lower will reduce any gained distance.

### Incorporeal

You may move through any terrain or character without penalty. Terrain that you can't move 'through' (ie: a pit) still inhibits you.

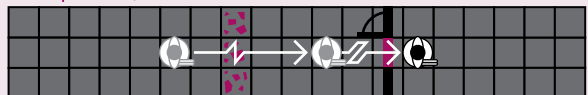
### Teleport

You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you are going. If you move to a space without room for you, you will suffer 4+ points of damage (no Armour) to a random (1d6) Attribute and appear in an unexpected location.

## MINDA INTERACTIONS

- » Minor interactions (ie: opening/closing a door, picking up an object, passing an item to another character, pressing a button, etc...) costs 2 additional Movement (this may be paid over 2 Actions).

### x2 Reposition, Difficult Terrain & Door



Raz performs 2 Reposition Actions to rush forward as far as he can. His first Reposition allows him to move forward 4 spaces (a space of Difficult Terrain slows him down by 1), and only 3 for his second Reposition (opening a door costs him 2 Movement).

# ATTACK ROLL

- » When you attack with a Weapon you need to succeed in an Attack Roll vs a target's Defence to hit them.
- » You need to perform the correct Action (ie: Snap Shot, Sighted Shot or Overwatch) to make an Attack.
  - » See Combat Action rules on pg: 48.
  - » See Weapon Stat rules on pg: 44.
  - » See Damage rules on pg: 54.

## STEP BY STEP GUIDE:

- » Perform an Action that allows you to make an Attack with a drawn Weapon.
  - » You may not Attack with a Weapon if it has 0 Munition.
- » Select your target.
- » Activate any Munition Abilities that you wish to use.
- » Roll dice equal to your Weapon's Hit Dice stat.
  - » Strong Hits Options (pg: 32) may be applied at any point after you have rolled, but before the end of this Action.
  - » Add your Hit stat to your rolled total.
    - » -2 for each Range Increment your target is in outside the 1st.
  - » Cover (pg: 52) may increase your target's Defence.
  - » If the total is equal to, or greater than, your target's Defence your Attack is a success and your target is Hit.
    - » Physical: Attacks are applied to your Meat Defence.
    - » Energy: Damage is applied to your highest Defence.
    - » Digital: Attacks are applied to your Machine Defence.
- » Success: Deal damage to the targets Endurance equal to the End Dmg stat of your weapon, reducing their current Endurance by that number.
  - » Physical: Damage is applied to your Meat Endurance.
  - » Energy: Damage is applied to your Meat AND Machine Endurance.
  - » Digital: Damage is applied to your Machine Endurance.
  - » If your target has 0 Endurance after damage has been dealt, they suffer a free and automatic Strong Hit: Critical Hit (regardless of the dice rolled), in addition the Strong Hit: Critical Boost option becomes available for this attack (see Damage rules on pg: 54).
- » Failure: Nothing happens, unless your Weapon has the Splash Keyword or you have triggered a Strong Hit option that does not require a hit/success or characters to be damaged.

## ATTACKING PAST CHARACTERS

- » When Attacking through a non-adjacent character to another target, your target gains Light Cover (pg: 52) against your Attack.
- » If you roll triples, or more, (die rolls of a '6' do not apply) on your Attack Roll then your Attack is applied to the closest intervening character.
  - » The unintended target is Hit if your Attack Rolls equals or exceeds their Defence.
  - » The attacker may choose to select no Strong Hit options.



Hall (A) is performing an attack against an enemy (I) using the Sighted Shot Action. Hall's Digital Weapon allows him to roll 4d6 with a +1 Hit bonus and 3 Range. With his 4 Network, Sighted Shot increases this to 4d6 +5 with 6 Range.



Hall Rolls 4d6 for a total of 15. With his +5 bonus this is 20, which is reduced to 18 due to range.

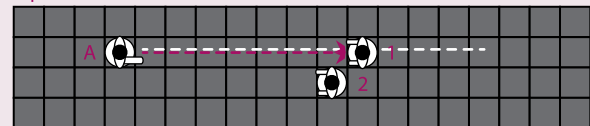
Hall's target has 14 Machine Defence, which means that his Attack Roll was a success and he now applies his Weapon's Endurance Damage to the target Machine Endurance and may use his single Strong Hit (ie: for a Critical Hit).

## KEYWORD: SPLASH X

A common Keyword for explosive Weapons.

- » On a successful Attack Roll everything within X of your target is damaged by this Weapon (ie: suffers Endurance/Shield damage and may have some Strong Hit options applied to them).
  - » Harmed characters do not count as 'Hit', but they do count as 'damaged' for the purpose of triggering other abilities
  - » You and allies are not harmed if your Weapon is Melee.
- » On a failed Attack Roll then it scatters 1d6 spaces in a GM defined direction (normally overshoots).
  - » You may target a space (Defence 10) that is at least 2 spaces away from a character.
  - » If you know roughly where a Stealthed character is you may attack a nearby space with a Splash Weapon in the hopes of harming them (does not break their Stealth).

Splash 1

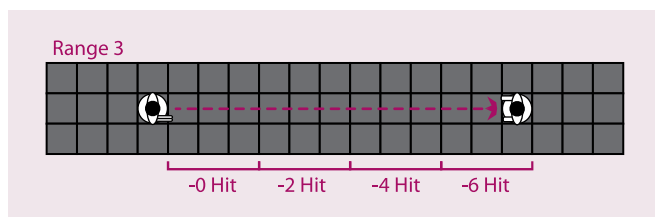


Hall (A) has just performed 2 attacks against an enemy (I) with his Splash 1 Weapon. The first attack failed to hit and the GM determined that his attack would scatter behind the target. Hall rolled a '3' for its scatter distance, harming no one.

He hits with his second attack, dealing his Weapon's Endurance Damage to both targets (I & 2).

## RANGE

- » For each Range Increment your target is in beyond the 1st you suffer a cumulative -2 penalty to your Attack Roll (Stacks).



## ATTACKING FROM OFF THE MAP

If appropriate, characters can be placed far away and make Attacks with long-range weapons from off the Battlemat. To do so, mark a point on the Battlemat to show where that character Attacks from and write down their distance from that point.

## KEYWORD: MAX RANGE X

A common Keyword for Melee Weapons.

- » You may not make Attacks beyond X spaces from your Character (or this Weapon's Body).
- » Splash damage effects may not scatter beyond X spaces from your Character (or this Weapon's Body).

If travelling through the Stream was like flying through technicoloured cities on an unsteady skateboard, being shunted through a Voidnet was akin to being shot naked out of a cannon through a storm of sirens that will eat your soul if you look them directly in the eyes.

Waves of contraband data tore at Vos's mind like grasping claws, plunging ever downwards through torrents of black and writhing flesh, each segment more sickening than the last.

Finally there was a blaze of light as Vos' avatar hit the target grid. He landed heavily on digital grating, wheezing from the mental exertion of 'not looking'. With a casual swipe he knocked away the leech-like prOn grubs and invisible data extractors that had attached themselves to him as he re-centred his mind.

"I'm going to need to look at lots of puppy videos to bleach my brain after that."



## MUNITIONS

- » Each Weapon has its own Munition pool of 3.
- » All Munition pools start Combat filled.
  - » Reloading (pg: 48) completely refills a Munition pool.
  - » Weapons may not Attack if their pool has 0 Munition.
- » Munition pools may never have negative Munition points.
- » Physical Weapons: May only Reload 3 times between resupply opportunities.
- » Energy: Regain 1 Munition at the start of each Turn.
- » Digital: You suffer 10 Machine Endurance Damage when you Reload.

Munition points are a general representation of the amount of excess ammunition that a Weapon has and may be spent to boost an Attack Roll.

## KEYWORD: MUNITION X: Y

- » This is a Munition Ability.
- » If you spend X Munition points your next Attack gains Y.

» Weapons of these Kind come with these Munition Abilities:

- » Physical: Munition 1: Gain +1d6 Hit (Stacks).
- » Energy: Munition 1: +2 End Dmg (Stacks).
- » Digital: Munition 1: Strong Hit +1 (Stacks).

## KEYWORD: MUNITION EFFECT XX

A common Keyword for Weapons with a high rate of fire.

- » ONCE per Attack: gain all bonuses from using Munition X times (ie: Munitions x2 with "Munition 1: +1d6 Hit and +2 End Dmg", becomes "Munition 1: +2d6 Hit and +4 End Dmg").

## KEYWORD: BUILD MOMENTUM

- » Starts Combat with 0 Munitions (normally full).
- » May Attack with 0 Munitions (normally requires at least 1).
- » Gains 1 Munition after you Attack a Character with this Weapon or perform the Take Aim Action with any Weapon.
- » Reloading this Weapon grants it +2 Munitions.

## KEYWORD: MOUNTED

A Keyword used to combine two Weapons into a single item.

- » Munitions are tracked separately for each Weapon.



# COVER

- » Cover is represented in 4 Steps (No Cover, Light, Heavy, and Entrenched) and 3 primary Types (Digital, Visibility and Physical).
- » Increases your Defence stat based on your current Mind (Visibility and Physical) or Edge (Digital and Mental).
- » Along with other minor effects.

## COVER STEPS:

- 0) No Cover
- » May not be increased by '+Cover Step' effects.

### 1) LIGHT COVER

Foliage, the edge of a round pillar, smoke, low light, etc...

- » Add your current Mind/Edge to your Defence.
- » You may attempt to Stealth (pg: 35).

### 2) HEAVY COVER

Chest high stone wall, metal doorway, complete darkness, blindness, low light and a round pillar, low light and smoke, etc...

- » Add your current 'Mind/Edge x2' to your Defence.
- » You may attempt to Stealth (pg: 35).
- » Reduce all Endurance damage against you by 2, to a minimum of 1 (Does not Stack with more Cover).

### 3) ENTRENCHED COVER

Metal doorway and the Cover +1 from the Reposition Action, metal doorway and Low Light Cover, through an opaque wall, etc...

- » May only be gained by having at least 2 different Types of Cover (ie: Low Light and Physical) and/or the Cover +X Keyword (ie: Heavy Cover with Cover +1).
- » No single source of Environmental Cover can ever grant you Entrenched Cover without a Cover +X Keyword.
- » Add your current 'Mind/Edge x3' to your Defence.
- » You may attempt to Stealth (pg: 35).
- » Reduce all Endurance damage against you by 2, to a minimum of 1 (Does not Stack with more Cover).
- » You gain +1 Armour.

## ATTRIBUTE DAMAGE

- » The amount of Defence you gain from Cover may be reduced by Attribute damage (pg: 54).

## OBJECTS & SPACES

Inanimate objects and spaces gain +Defence as if they had 2 Mind/Edge (ie: a Splash Weapon is Attacks a space (10 base Defence) that is behind Heavy Cover, giving that space 14 Defence).

## TYPES OF COVER

All forms of Cover have a specific Type that dictates their nature.

### Disruption (+Edge Machine Defence)

An area that disrupts electrical signals. Most commonly generated by electro-magnetic (EM) fields and high energy sources such as reactors.

### Firewall (+Edge Machine Defence)

A barrier created by a program. Commonly applied to energy shields, security walls, around vital infrastructure nodes, and very common in VR.

### Visibility (+Mind Meat Defence)

Created by having some kind of soft physical barrier blocking your primary sense of the target. Such as dust, smoke, thick gas, opaque glass, etc...

- » Limits all vision in, out and through this kind of Cover.

#### Abundant Light

A rare sub-Type of Visibility Cover that reflects too much light in an area, such as looking directly at a sun or having a high-powered torch to your face.

- » All effects that apply to Visibility also apply to Abundant Light, but not the other way around.

#### Low Light

A common sub-Type of Visibility Cover that reflects the absence of light in an area and is easily removed with a torch.

- » All effects that apply to Visibility also apply to Low Light, but not the other way around.

### Physical (+Mind Meat Defence, +Edge Machine Defence)

The most common form of Cover is a physical barrier that can absorb projectiles. Such as walls, doors, other characters, pillars, bulletproof glass, etc... You commonly suffer no penalty from adjacent Physical Cover and may gain an increased advantage (ie: gain Heavy Cover rather than Light).

#### Characters

- » When Attacking through a non-adjacent character to another target, your target gains Light Cover (pg: 52) against your Attack.
- » If you roll triples, or more, (die rolls of a '6' do not apply) on your Attack Roll then your Attack is applied to the closest intervening character.
- » The unintended target is Hit if your Attack Rolls equals or exceeds their Defence.
- » The attacker may choose to select no Strong Hit options.
- » If you rolled 5d6 or more Attack Roll dice and you roll a triple, then your Attack is applied to both the blocking character and your target.

## STACKING

Different Types of Cover may Stack together, but multiple instances of the same Type of Cover may only Stack up to Heavy Cover (ie: Light Low Light + Light Physical = Heavy Cover, x3 Light Physical = Heavy Cover)."

## COVER SOURCE

Some abilities require Cover from a specific source. Such as an **Ability** (from a personal skill/ability that your character has), **Environment** (ie: walls, smoke, mobile wall, etc... objects and effects from outside a character). Cover from AUGs and items are all assumed to be **Ability Cover** unless stated otherwise.

## KEYWORD: COVER -X

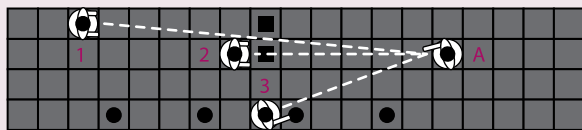
A common Keyword for explosive Weapons.

- » Reduce the Cover of a specific Type by X for Attacks from this Weapon (ie: Cover -1 reduces Entrenched to Heavy, Heavy to Light, and Light to No Cover).

## ATTACKING AN UNSEEN TARGET

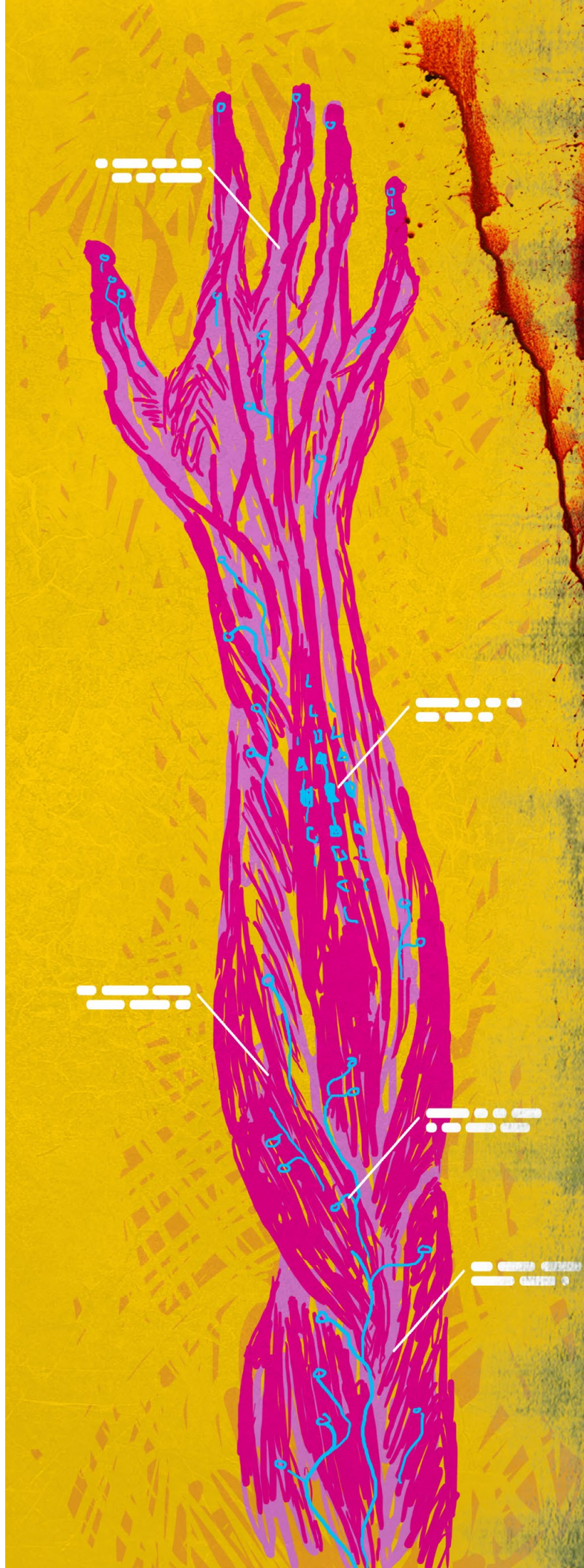
It's difficult, but with the right Weapon (or enough bullets) you can Attack characters through solid walls, or that you can't see.

- » **Cant see:** The target should have Heavy Visibility Cover.
  - » You must be aware of your targets rough location (they can't be Stealthed).
- » **Solid wall:** The target should have Entrenched Cover (Heavy Visibility and Physical Cover combined).
  - » Attack through walls may grant +1 to +3 Armour.
  - » Some walls may be invulnerable to some Weapons, or require the Pierce Keyword.



Boris (A) has 3 targets to choose from. Target #1 is slightly obscured by metal pillars, but as they are so far from them he only gains Light Physical Cover. Target #2 is up against the pillars and gains Heavy Physical Cover. While Target #3 is behind round pillars (Light Physical Cover) and under an area of smoke (Light Limited Visio Cover) which will combine to grant them Heavy Cover.

Boris has Light Physical Cover against #1 due to the pillars, no Cover against #2 as they are adjacent to the pillars and Light Visibility Cover against #3 due to the smoke.



## DAMAGE & DEATH

### ENDURANCE DAMAGE

- » When you succeed at an Attack Roll (pg: 50) you deal your Weapon's Endurance Damage to your target.
- » Endurance/Shields may not be reduced below 0.
- » Physical: Damage is applied to your Meat Endurance.
- » Energy: Damage is applied to your Meat AND Machine Endurance.
- » Digital: Damage is applied to your Machine Endurance.

#### 0 Endurance

- » If you have, or have just been reduced to, 0 Endurance (**both Meat and Machine if vs Energy**) you suffer an automatic Critical Hit from that source and they may use the Critical Boost Strong Hit option against you.

### ATTRIBUTE DAMAGE

- » Strong Hit options: Critical Damage and Critical Boost are the primary method of dealing Attribute damage.
- » PC die when any Attribute is reduced to -4.
- » NPCs die when any Attribute is reduced to -2, or their Durability is reduced to 0.

#### Critical Hit & Critical Boost

- » Everyone has access to the Critical Hit and Critical Boost Strong Hit options, both are used to cause Attribute damage.
- » Meat Armour: Protects: Body, Limbs and Mind.
- » Machine Armour: Protects: Data, Network and Edge.

#### Random Attribute Damage

- » 1) Body, 2) Limbs, 3) Mind, 4) Data, 5) Network, 6) Edge.
- » Physical: Critical Hit random location 1d3, and Meat Armour.
- » Energy: Critical Hit random location 1d6, and corresponding Armour (Meat = 1-3, Machine = 4-6).
- » Digital: Critical Hit random location 1d3+3, and Machine Armour.

#### When a Meat Attribute stat is reduced into a negative:

- » Bleeding: You suffer 1 damage to a random (1d3) Attribute at the start of your Turn until a suitable Skill Roll of 12 is performed on you (Stacks).

#### When a Machine Attribute stat is reduced into a negative, or a Skilled/Nemesis' Durability is reduced to 2 or less:

- » May be Overrided: Any character may perform a suitable Skill Roll of 12 to gain control of a targets next Action.

#### Actions & Sub-Stats

- » Attribute damage reduces the effectiveness of your Actions, Combat Order, Cover and Defence.

### SKILL ROLL DAMAGE

Failed Skill Rolls may cause damage, see GM Guide on pg: 60.

### KEYWORD: X GENERAL DAMAGE

- » Target suffers X Endurance damage and if they are at (or reduced to by this damage) 0 Endurance they suffer a Critical Hit with Crit Dmg X. Multiple instances apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance damage and 2 Attribute damage).

Jack has just been hit by an Energy Attack that deals 3 End Dmg and causes a Critical Hit with 4 Crit Dmg. Jack suffers 4 Meat and Machine Endurance damage and 1 damage (4 Crit Dmg - his 3 Meat Armour) to his Limbs (reducing his Meat Defence by 1 and the effectiveness of the Sighted Shot Action).

## HEALING ROLLS

### FIRST AID

- » Skill Roll of 12.
- » Heal/Repair 2 Attribute damage to all nearby characters that was dealt in the past 5 minutes.
- » May only be performed outside of Combat.
- » May only be successfully applied once per character.
- » May only be successfully performed once per group per 5 minutes.
- » May reattempt a failed roll once (increase difficulty by +2).
- » If this Roll would both Heal and Repair (ie: aiding an organic and robotic characters), then a suitable Assist Skill Roll (ie: Medicine and Mechanic roll of 10) must be made.

### CARE, 12T

- » Heal 1 Meat Attribute damage.
- » Heal 3 Machine Attribute damage.

### INSTALL AUG, 14T WORKSHOP

- » Requires a Workshop.
- » Costs 4 CTIs.
- » The GM may reduce this to 2 or 3 if the situation is suitable (ie: installing stolen AUGs, a Chop Doc owes you a favour, etc...).
- » Reduce this cost by 1 if replacing an existing AUG.
- » Gain +1 Power, Attribute point and AUG.
- » Heal any 8 Attribute Damage.

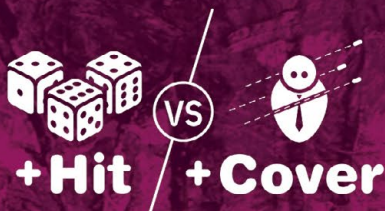
### HEALING YOURSELF

- » If your Healing Roll would affect yourself: increase the difficulty of that Roll by 2.

Strong Hit: Critical Hit (Once per Attack) All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (1d3, 1d6, 1d3+3 according to your Weapon's Kind) Attribute.

Strong Hit: Critical Boost: +1 Critical Damage vs all damaged characters with 0 Endurance (both Meat and Machine if Energy) (Stacks).

# ATTACK ROLL & DAMAGE



## Attack Roll vs Targets Defence

Attack Rolls: +Weapon Hit +Skill -Range.

Defence: +Cover.

- Physical: Attacks are applied to Meat Defence.
- Energy: Damage is applied to highest Defence.
- Digital: Attacks are applied to Machine Defence.



## Success = Deal Endurance Damage

Heavy Cover: -2 End Dmg (min 1).

0 End = automatic Critical Hit and may use Critical Boost.

- Physical: Damage is applied to Meat Endurance.
- Energy: Damage is applied to your Meat AND Machine Endurance.
- Digital: Damage is applied to Machine Endurance.



## Critical Hit = Attribute Damage

Entrenched Cover with Endurance = Immune to Critical Hit.

Attribute Damage is reduced by Armour.

- Physical: Critical Hit random location 1d3, and Mear Armour.
- Energy: Critical Hit random location 1d6, and corresponding Armour (Meat = 1-3, Machine = 4-6).
- Digital: Critical Hit random location 1d3+3, and Machine Armour.



-4 Attribute = PC Death

-2 Attribute = NPC Death

- -1 Meat Attribute = Bleeding.
- -1 Machine Attribute = Vulnerable to Override.



## WPN TYPE: COMPANION

- » Characters may only have one Companion Weapon (but may have multiple non-Combat Companions).
- » This is a separate character to you.
  - » You must define their Nature (ie: robot, soldier, etc...).
  - » They are loyal to you and will (generally) obey your commands, but may also act on their own according to their Nature.
  - » They count as an ally (ie: for purposes of Auras, Strong Hit options, etc...).
- » **Companions do not perform Actions, instead: When you perform an Action you may allow your Companion to gain any effect from that Action instead of you (ie: your Companion Attacks rather than you).**
- » **Use your Attribute values to calculate Action bonuses (ie: Hit +Limb, etc...).**
- » **Companions Attack as a group and gain +1d6 Hit and +1 End Dmg per Attacking Body.**
- » Companions may move once at the end of your Turn for free if you did not grant them a move from one of your Actions during your Turn.
- » Companions use your Skill bonus/penalties and Tools, but may only gain up to a maximum of +1 to their roll.
- » **You and all of your Companions share a single Endurance pool.**
- » **Companion Bodies are removed from Combat (ie: killed, wounded, scared off, etc...) if their Durability is reduced to 0.**
- » **Each Body individually tracks Durability damage.**
- » Companions have a single Defence and Armour value (not separate Meat and Machine values) that all Attacks are applied to.
- » Have no Encoding.
- » Many Companion Weapons come with a Melee or Strike Weapons Type, this allows them to select a corresponding Variation (and Modifications) for that Type.
- » Henchmen and Troop NPCs (pg: 66) use a slightly altered version of the Companion rules.
- » See Attack Roll rules on pg: 50.
- » See Damage rules on pg: 54.
- » See Action rules on pg: 48.

## NATURE

GMs should spend some time defining the physical and psychological nature of a Companion, and especially the relationship between the Companion and their controller. This nature should come with a range of positives and negatives, and should be reinforced by the Companion's Variation and Modification choices (pg: 93). The example Companion natures listed here are intended to inspire GMs and PCs and we encourage you to create more.

### Loyal Hound

- » Has a canine mind (loyal to the pack, distrustful of outsiders, loves a tummy rub, etc...), excellent at guarding a location or person and has a keen sense of smell.

### Mercenary

- » Keen sense of self-preservation, is very loyal if they are paid a bonus.

### Robot

- » Will ONLY do what it is told, no self-interests, may be hacked and has a mechanical body.

## BODIES: X

- » This Companion group has X physical characters.
- » Each Body has the same stats and may move (but not Attack or perform other Action effects) independently.
- » Companion Bodies are Attacked independently.
- » Non-damaging effects (ie: Locked On) are applied to (and may be removed from) the entire group as a whole at the same time.

## ATTACHING

- » **Companion Groups Attack as one single Attack Roll.**
- » **Use the average Range and Cover from all Attacking Bodies.**
  - » **Not all Bodies need to Attack.**
  - » **Round in favour of the PCs.**
- » **Each Attacking Body (even if there is only 1 Body) grants: +1d6 Hit and +1 End/Shield Dmg.**



|  | Teamwork              | Hit Dice                                                                                                                                                                                                                                                                                                          | Hit | Range | End Dmg | Crit Dmg | Weapon Type                       | Kind     | Acquire | Power |
|--|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|-----------------------------------|----------|---------|-------|
|  | Pet Hound - Assistant | 2d6                                                                                                                                                                                                                                                                                                               | +4  | 4     | 4       | 3*       | Companion, Melee, Metal.          | Physical | 11t     | 1     |
|  |                       | Defence: 14, Armour: 3, Durability: 2, Bodies: 1, Move: 5, Max Range 1, Build Momentum, **1 Crit Dmg vs characters with 0 Endurance.                                                                                                                                                                              |     |       |         |          |                                   |          |         |       |
|  | Hacker Bots - Squad   | 2d6                                                                                                                                                                                                                                                                                                               | -1  | 3     | 4       | 4        | Comp, Soldier, Strike, Informant. | Digital  | 14t     | 4     |
|  |                       | Defence: 12, Armour: 3, Durability: 1, Bodies: 3, Move: 4, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).<br>Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks). |     |       |         |          |                                   |          |         |       |

## KEYWORD: DURABILITY: X

- » After this character/object receives X Attribute damage they are removed from combat (see below).
- » Attribute healing/repair = Durability healing/repair.

### Removed from Combat

Companion Bodies are removed from combat if their Durability is reduced to 0. This may represent them being killed, destroyed, running from combat in fear, or simply being wounded so bad that they can no longer able to contribute to the combat. The GM should describe what happens to the wounded Companion in a way that they feel fits the scene.



**Optional Rule:** An Acquisition Roll of 12t is required to quickly heal a wounded Companion so that they may fight again during the same day that it was removed from a Combat.

### Attribute Dmg 2+

- » Your **Critical Hits** deal +1 Durability damage if you deal 2+ Attribute Damage after Armour (Does not Stack).

### Keyword: Crit Loc +/-X

- » Your **Critical Hits** deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

## SKILL ROLLS

- » Companions may perform Skill Rolls.
- » **Companions use your Skill bonus/penalties and Tools, but may only gain up to a maximum of +1.**
- » The GM may wish to apply an additional -2 penalty, and say they have no Tools, if the Nature of your Companion is not appropriate (ie: a Legion Merc may not have a good reason to gain even +1 to an Astronomy Skill Roll).

## EQUIPMENT SLOTS

- » Companions have 2 spare Equipment Slots.

## EFFECT: SUPPRESSION

- » Stops the entire Companion group from moving during their next Turn.

## KEYWORD: MOUNTED

- » If attached to a Companion Weapon: they do not gain +1d6 Hit and +1 End Dmg per Attacking Body when using this Weapon.

## NPCS

Henchmen, Troop NPCs (pg: 66) use very similar rules to Companions.

"Everything is for sale, everyone will part with anything given the right combinations CHITS."

- Bor Drik, Breaker.

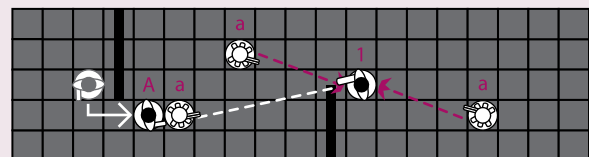
## TWO SNAP SHOTS

Theo performs the Snap Shot Action twice in his Turn. Each allowing him to move and Attack. For his first Snap Shot he moves and allows his Companion to Attack. For his second Snap Shot he allows his Companion to move and he Attacks. If Theo were to take both move effects onto himself his Companion would have gained a free move at the end of the Turn.

## SIGHTED SHOT

Theo has just performed the Sighted Shot Action, granting him an Attack with 'Hit +Reflexes' and 'Range +Focus'. He opts to grant this Attack to his Companion, which will use his Attributes to boost it's Attack.

## AVERAGE COVER & RANGE



Theo (A) has a squad of robots (a). During his Turn he performs the Snap Shot Action allowing him to Move and Attack. He takes the Move effect on himself (moving 3 spaces) and gives the Attack effect to his Companion group.

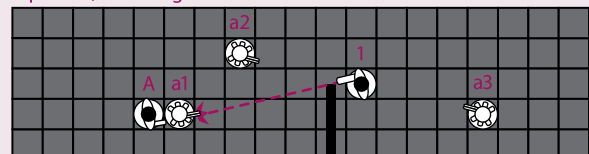
If all 3 Companion Bodies Attack their target (I) it would receive Light Cover (Cover Steps 2, 1 and 0 averages out to 1). If Theo opts to only Attack with 2 Bodies their target will have no Cover (Cover Steps 1 and 0 rounds in the PCs favour to 0).

If all 3 Companion Bodies Attack their target (I) their Attack would function off range 5 (6, 4 and 4 rounds out to 5). If Theo opts to only Attack with 2 Bodies the range would be 4 (4 and 4 averages out to 4).

As 2 Bodies are Attacking they gain +2d6 Hit and +2 End Dmg.

## SHARED ENDURANCE POOL

Splash 2, End Dmg 4



Theo's (A) enemy (I) Attacks one of his Companion Bodies (a1) with a Splash 2 Energy Weapon that 4 End Dmg to him and his 2 Companion Bodies. This results in Theo receiving 12 total Meat and Machine Endurance damage, as Theo and all of his Companions share Endurance Pools.

## GM GUIDE - INTRO

Knowing what advice to give in a GM Guide is a difficult task as there is just so much that could be said. So I'm going to keep it short and sharp, and trust you to spend some time on the internet looking up general GM advice (as there is LOTS out there).

### SET THE CAMPAIGN TONE

Before you start your campaign you should let your players know what kind of tone you are aiming for. This will not only let them make appropriate characters but will also help to manage expectations.

The default presumption of the setting and rules is that your players will be a small band of rag-tag freelancers who are seeking to get rich. But one of the Fraggd's greatest strengths is its ability to accommodate a wide range of campaign tones.

### SESSION 0

Once the campaign's tone is set it may be a good idea to have a game session where you and the Players all gather together to build the Player's PCs: fleshing out their personalities, weaving their backstories together, and selecting complementary AUGs and equipment.

This will also help to give you ideas about how to start your campaign, and potential future plot hooks.

### KNOWING THE RULES

As the GM one of your roles is to arbitrate the rules and to know how to build mechanically interesting encounters. But there are two important caveats to this.

The most important is that you should prioritize the in-the-moment table experiences of you and your players. If you're unsure about a rule, just make something up (most commonly requiring some kind of Skill Roll), and look it up in the rule book at a later time. It's also worth keeping in mind that the Fraggd rules are designed to encourage home rules.

A second important point is that the Players are expected to also know the rules, especially in regards to their own characters. GMs and Players should work together, and you may wish to occasionally ask your players for advice from time to time (side point, this is also a great way to train up budding new GMs).

### TABLE TIME

The final piece of general GM advice that I would give is that the primary way for a Player to be overpowered in a game is if they take up more game time than the other Players. As the GM you should make sure that all Players have an opportunity to contribute to every scene they are present in. Personally, I like to routinely go around the table and ask each Player in turn what they wish to do (allowing them to 'pass' if they want to wait until another Player has acted).

## RULES

Fragged is a deep and slightly gritty rule system the orbits around several core systems and concepts, namely: 'Customisability', 'Strong Hits' (see pg: 32), 'Base + Template + Tweaks', encouragement of 'PC/GM Creativity' and 'Solid Rules, Flexible Narrative'. It also gives PCs multiple paths to progress along.

### CUSTOMISABILITY

Fragged is a very front-loaded rule system that gives both GMs and Players a huge range of options right out of the gate. This can be daunting for those that are new to the system, but empowering to those who are very familiar with it: allowing for the creation of a MASSIVE array of characters, a wide number of play styles, and a huge range of campaign tones.

New Players should be encouraged to follow the 'Your First Fraggd Character' instructions on pg: 26, and new GMs should make use of pre-made NPCs on pg: 68.

### BASE + TEMPLATE + TWEAKS

Nearly all created things in Fraggd use this rough model. From characters (base Attributes and Skills + Form + AUGs) to Weapons and Stances (base option + Variation + Modifications).

### PC/GM CREATIVITY INGENUITY

This is a **vital aspect** of the Fraggd rules that should not be overlooked and is most evident in Skill and Acquisition Rolls. Both of these kinds of rolls require Players to justify their Skill choice through their approach. A problem should rarely require a specific Skill, and a simple roll without description should never be allowed.

You should just set the problem, and let your Players do the creative lifting with how they approach that problem. They should come up with a good idea and then sell it to you.

Players will always want to use their best Skill, and this will require them to come up with creative solutions to justify that choice. The repeated desire to use this defining Skill will also help to reinforce their character's nature. I.e: A rich character will always try to buy their way out of trouble, while a mechanic will try to find technological solutions.

### SOLID RULES, FLEXIBLE NARRATIVE

Another important point to keep in mind is that the names for AUGs and items in this book are just suggestions. They don't come with detailed descriptions because we want you and your players to feel free to restyle them into any suitable replacement with the same rules but a different narrative description.

As the GM you should be flexible with your imagination and allow the rules to be bent towards your Players concepts. I.e: A nail gun could use the stats as an SMG, the Sculpted Looks AUG could reflect psionic manipulation to make yourself appear more attractive, etc...

## REWARDING YOUR PLAYERS

Fragged makes use of multiple progression paths that your PCs can move along. Some are automated (Spare Time Points) and some can only be gained through in-game actions (Installing AUGs and gaining CHITS/equipment).

As the GM you are free to give out these rewards at any rate that you wish, as you will not break the balance of the game. But the tone of your campaign will greatly shift based on your reward rates.

### STANDARD REWARD RATE

- » 3 CHITS per 2 sessions.
- » 1 Spare Time Point per session.

## AUGS

- » See Install AUG rules on pg: 36.

The primary method of progression in Fragger Cyberpunk is the installation of new AUGs into a PC. This will cost CHITS, and require a Workshop and an Acquisition Roll.

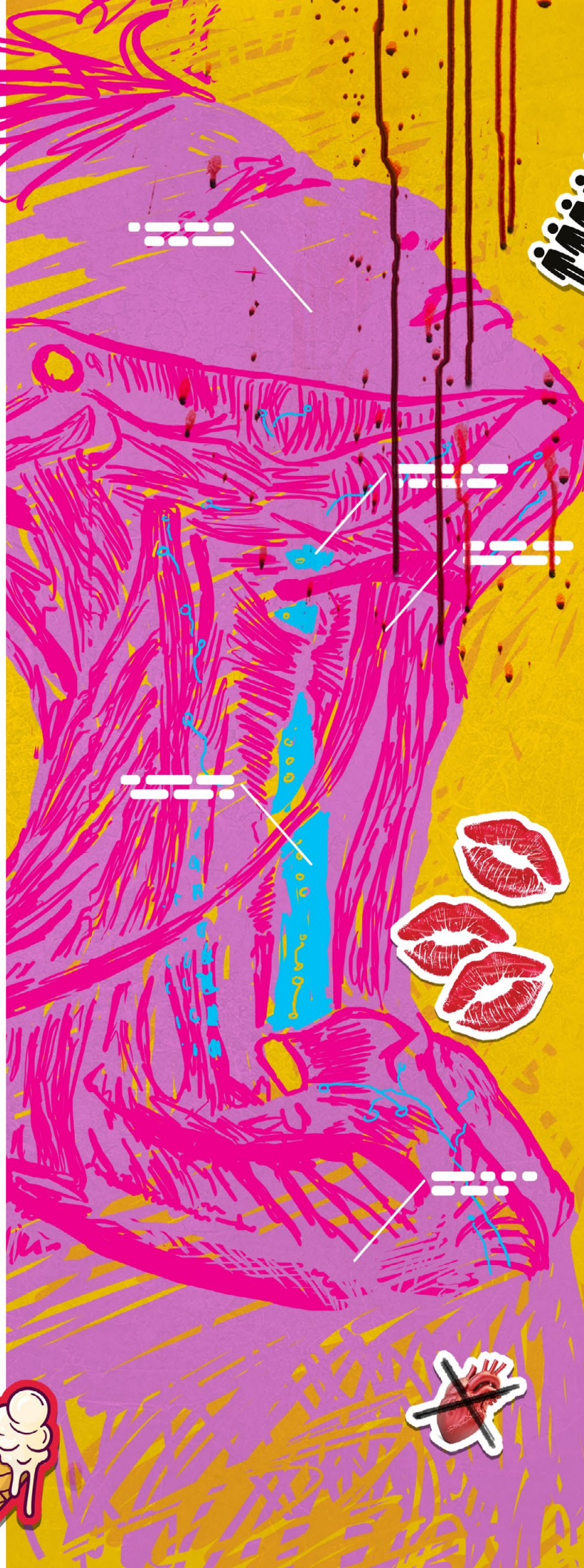
- » As PCs gain additional AUGs their Power will increase, which will increase the difficulty of the NPCs that they encounter.
- » Healing Meat Attribute damage can be difficult, and will greatly encourage the installation of new AUGs as a means to repair this damage.
- » Installing AUGs requires a Workshop, which will commonly be installed in the PCs Home Base, or owned by a suitable NPC who is performing the procedure.
- » Encourage PCs to use AUGs taken/stolen from NPCs by reducing the Install AUG cost by 1 CHITS.

## DOWNTIME

- » Be sure to follow the "PC/GM Creativity Ingenuity" advice on pg: 58. Especially in regards to allowing your Players to do some of the creative lifting for you.
- » See Acquisition Roll rules on pg: 40.
- » Long periods of downtime (at least 3 weeks) may grant +1 Spare Time Point.

Downtimes between intense Skill and Combat encounters are a great period for your PCs to travel and to pursue personal ventures.

Most downtimes will see your PCs hold up in their base for a prolonged period. This is a great opportunity for the Players to role-play their characters interacting with each other, their ship, and if they have access to Workshops they should be able to perform a wide range of Acquisition Rolls (ie: gain new gear, etc...).



## CREATING ENCOUNTERS

Fragged Cyberpunk game sessions are generally split up into 3 modes: Skill Based, Downtime and Combat.

### SKILL BASED

- » Be sure to follow the "PC/GM Creativity Ingenuity" advice on pg. 58. Especially in regards to allowing your Players to do some of the creative lifting for you.

If you're an experienced Role Player then this game mode is going to be the most familiar to you. You have set a situation before your Players and they must resolve with a mixture of role-playing, creative problem solving and Skill Rolls. It is your job to set the scene and describe the outcomes of your Player's action.

The range of situations that you may put before your Players are only limited by your imagination. But will commonly involve some mixture of the following: NPCs (with their own personalities, and abilities that may run with, or against, the PCs interests), technology (such as breakdowns, unexpected results, etc...) and mystery (such as an unsolved crime or a journey in the unknown).

The notes below will offer you some advice on how to use the tools within the Fragged rule system to make these situations more engaging and meaningful.

### SKILL ROLLS

- » See Skill Roll rules on pg. 30.

There are countless considerations to keep in mind when requiring your Players to make Skill Rolls. Most will be learned through practice, but the following advice may help:

- » Most Difficulties will be 12 or 14.
  - » Rolls for less than this should rarely be needed. Just let your PCs auto pass.
- » Tools - Toolboxes and Workshops - should be required for most technical tasks that involve technology.
- » NPCs should rarely make Skill Rolls. Just have them succeed or fail based on what is appropriate for them, and have PCs roll against a set Difficulty when interacting with them.
- » If you need to have them roll, give them -2 to +4 based on their ability in the chosen area.

### SKILL ROLL DAMAGE

At times a failed Skill Roll may result in harm. Use the following tools apply this damage in an appropriate manner:

#### Soft Damage:

Situations that are draining (ie: stressful and/or exhausting) but generally non-lethal.

- » -2 to -8 max Endurance until you have prolonged quality downtime (ie: healthy rest).
- » If you are already at 0 max Endurance then you should suffer Sharp Damage without First Aid (see below).
- » AUGs and abilities that reduce Endurance Damage to a character also reduce this damage.
- » May be mixed in with Sharp Damage.

- » Minor pain: -2 max Endurance.

- » Moderate pain: -5 max Endurance.

- » Severe pain: -8 max Endurance.

#### Sharp Damage:

Situations that are very harsh and potentially lethal tend to deal damage to a specific, or random, Attribute (ignoring Armour).

- » 1+ damage to a specific or random Attribute
  - » May be healed with a First Aid roll.
  - » May be repaired with a Damage Control System roll.
- » Body: Hit to bodily health or torso.
- » Limbs: Hit to arms/hands or general flexibility.
- » Mind: Hit to the head or clarity of thought.
- » Data: The data in your systems is harmed.
- » Network: Your ability to network between systems is harmed.
- » Edge: A disorientating or confusing hit.
- » Minor harm: 1 Attribute damage.
- » Moderate harm: 2 Attribute damage.
- » Severe harm: 3 Attribute damage.
- » Critical harm: 4+ Attribute damage.



### OPTIONAL RULE: ENHANCED NARRATIVE

- » The Effort Strong Hit option may also add a GM-defined unexpected good to the roll.
- » Any die roll of a 1 on a Skill or Acquisition Roll adds a GM-defined unexpected difficulty.

"The Credits that the Makers give us is barely enough for rent, food, medicine and replacement parts. They give us just enough life so that we can keep working, and when we can't work - either due to age or ailments - we have our Credits cut, forcing

you out into the world of CHITS... but CHITS are the real currency for the city. Without CHITS there wouldn't even be a shadow of a middle-class. There would just be slaves and masters."

- Sarah Poppy, scrap broker.

## EXAMPLE ENVIRONMENTS



### MECHANICAL TERROR

"The tree tilts and lifts into the air, seemingly in slow motion as dirt and sludge fall to the ground in large clumps. A dozen purple eyes stare out you and are shortly joined by two large, mud-covered metal limbs. Pushing upwards, the monster displays its impressive strength and height.

Then comes the noise, a high pitch digital scream as fiery purple bolts of death shoot out from the darkness. The tree finally falls to the ground, revealing the monster that had lain in wait for a hundred years to make this kill."

The GM asks all of the PCs to pass a Resolve Skill Roll of 14 to resist being gripped by fear. Failure will result in -5 max Meat Endurance.

### MINOR COMBAT

- » Each PC must pass a set number of Skill Rolls with the same Difficulty (Description bonuses and penalty may apply).
- » Skill Roll failure should result in harm.
- » These rolls should continue until a suitable conclusion to their situation is reached.

Any minor Combat where the outcome (success or failure) is guaranteed and that would not be made more fun by the use of miniatures on a Battlemat should be resolved with a series of Skill Rolls.

### MINOR COMBAT

Bane, Layla and Dorf are scanned by a hunter drone as they move out of an alleyway. They immediately let the GM know they wish to shoot it down before it can escape or send out a signal.

The GM lets the players know that this is a minor combat that does not need to be resolved with miniatures and a battle map. Each player will need to pass at least one Skill Roll with a Difficulty of 12 to measure the effectiveness of their attack, with more rolls required if they act too passively.

- » Bane easily passes a Physical\_Finesse Skill Roll with a roll of 14, quickly manoeuvring to the other side of the drone.
- » Layla passes an Code\_Demon Skill Roll with a 15 to jam its comm system.
- » Dorf attempts a Firearms Skill Roll to shoot down the hunter drone, but fails with a roll of 10. The GM then describes how the drone powers up an electronic Weapon system and attacks Bane, dealing 2 points of damage (no Armour) to a random (1d3+3) Attribute.

As their enemy is not yet destroyed they will need to perform another round of dangerous Skill Rolls.

- » Be sure to follow the "Skill Roll Damage" advice on pg: 60, especially in regards to dealing Soft and Sharp Damage.
- » See Movement rules on pg: 49.
- » See Cover rules on pg: 52.

The examples environments listed here are intended to inspire GMs.

### ATMOSPHERE

- » **Thin:** -1 to -4 max Endurance per Turn (10 seconds).
- » Many dangerous atmospheres have been created through failed or incomplete terraforming attempts, by powerful weapons or on space vessels due to technical failure. PCs should be required to use Skill Rolls to understand the dangers of these atmospheres and plan accordingly.

### EXPLOSIVE

- » Boxes filled with explosives typically have 8 Defence, 0 Endurance, 3 Armour and 1 Durability.
- » Destroying them with an Energy Weapon may cause them to explode.
- » Destroying them with a non-Energy Weapon may cause the contents (ie: fuel) to spread, increasing the area of any future explosion.
- » Explosions typically deal 3 to 4 General Energy Damage to all characters within 1 to 2 Splash area.

### FALLING

- » 1 General Physical Damage per meter (1 space) that you fall.
- » Half this damage if you fall onto a non-hard surface (ie: water).
- » Passing a Physical Skill Roll may reduce this damage, and possibly allow you to land on your feet.
- » Automatic Critical Hit if the fall is over 5 meters.

### GRAVITY

- » **Light:** Increase all movement by +1 to +3 if you move in a straight line. May require a Physical or Planets Skill Roll to stop or change direction if you move 3+ spaces per Action.
- » **Heavy:** All movement counts as Difficult Terrain. May require a Physical or Planets Skill Roll to move.
- » Moving through a large area of light or heavy gravity will increase your non-Combat travel time by 50% to 80%.

### TEMPERATURE

- » **Cold:** Organic characters suffer -1 to -2 max Endurance per Turn (10 seconds).
- » **Arctic water:** -10 max Endurance and 2 damage to a suitable Attribute (no Armour) per Turn (10 seconds).
- » **Hot:** Organic characters suffer -1 to -2 max Endurance per Turn (10 seconds).
- » **Lava:** -10 max Endurance and 3 damage to a suitable Attribute (no Armour) per Action.
- » Moving through a large cold/hot region will increase your non-Combat travel time by 20% to 60%.



## COMBAT

- » See Combat rules on pg: 48.
- » See Creating NPC Character rules on pg: 66.

Unlike Skill and Downtime modes, Combats are very precisely laid out with the use of miniatures, a battle map, specific character Actions and detailed NPCs.

### MINOR COMBATS

All minor Combats where the outcome (success or failure) is guaranteed should be completed with a few Skill Rolls rather than the standard Combat rules.

- » See Minor Combat rules on pg: 61.

### OPTIONAL RULE: DURABILITY



If you wish to make combat simpler and more consistent you may give any Skilled or Nemesis NPC: Durability.

These NPCs still have Attributes (ie: to calculate their stats, Actions effects, etc...), but you should only track damage to their Durability. When their Durability reaches 0 they are removed from Combat.

#### Durability: X

- » When this character receive X Attribute damage they are removed from the combat (ie: die).
- » Attribute damage/healing/etc... = Durability damage/healing/etc...

#### 2 or less Durability

- » When a Skilled or Nemesis NPC is reduced to 2 or less Durability they may be Overrided (pg: 35).

#### Attribute Dmg 2+

- » Your Critical Hits deal +1 Durability damage if you deal 2+ Attribute Damage after Armour (Does not Stack).

#### Keyword: Crit Loc +/-X

- » Your Critical Hits deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).

### BALANCE

While there are rules for balancing a Combat against the strength of your PCs, you should treat these as rough guidelines and not expect any Combat to be truly balanced. Your PCs should be expected to fight dirty and with cunning. Combat is war, not sport.

#### Personal Combat

- » NPCs come in 4 types: Henchmen Group, Troop Group, Skilled and Nemesis.
  - » All of these are equal in power to 1 PC, except for the Nemesis, which is equal in power to 3 PCs.
- » NPC grow in power as the PC's average Power increases.

A balanced combat against 4 PCs could look like:

- » 2 Henchmen Groups, 1 Troop Group and 1 Skilled.
- » 1 Henchmen Group and 1 Nemesis.

## COMBAT

Combats will have a strong tactical squad feel, with characters taking cover and seeking to use their Weapons in a way that is most effective.

#### Setup:

- » Place down a mixture of cover for both PCs and NPCs, favouring either side that was prepared for the fight.
- » Be sure to place down digital environmental elements.
- » If any surprises (ie: ambush) the other, they should gain a free Surprise Round Action (pg: 48).
- » Henchmen and Troop NPCs may only move OR Attack in Surprise Rounds.

#### GM Advice:

- » Have NPCs act in accordance with their personalities, ie: showing the PCs no mercy and/or fleeing when appropriate.
- » Don't be afraid to have an NPC put a bullet into the head of a Bleeding PC, or attempt to flee after they watch the PCs gun down most of their team. All of these NPC choices should be informed by the NPCs personalities and their goals.
- » Try to telegraph threats and NPC personalities. This will help to inform your players and allow them to make meaningful choices based on the current situation.

#### PC Advice:

- » Your PCs should aim to have a range of Weapons and techniques that work well together. To Many support Weapons, or Weapons with low Crit Dmg can make combats very difficult, but they can be great options for 1 or 2 PCs.
- » All PCs should have at least 2 Weapons, 1 with the Sidearm Keyword (as they often cost 0 Resources).

#### Victory Conditions:

- » Be sure to give your NPCs clear objectives for risking their lives in combat against the PCs, and help your PCs to solidify their own objectives.
- » As PCs die at -4 Attribute (compared to NPCs who die at -0) they will win most brutal fights to the deaths... but this may come at a steep Spare Time Point cost in Healing rolls.
  - » This cost may not be obvious to new players, be sure to remind them that unhealed Attribute damage will carry on to future sessions.

#### Post-Combat:

- » At the end of Combat the PCs should gain an opportunity to perform a First Aid roll of 12 (see pg: 54) to Heal 2 Attribute damage on all PCs.
  - » This roll will have a -2 penalty if the person performing it is also attempting to Heal themselves. This roll may be Assisted by another character, and may re-attempted (with a -2) penalty if it is failed.
- » Your players may loot gear, CHITS, etc...

## EXAMPLE BATTLE MAP

### DUMPSTERS:

- » Heavy Physical Cover.

### GATE:

- » Heavy Firewall Cover.
- » Edges: Heavy Physical Cover (Stacks with Heavy Firewall Cover to create Entrenched Machine Cover).
- » SEC NPCs will enter the area if the gate suffers damage (6 Defence, 0 Endurance, 5 Armour and 12 Durability).

### PARKED CARS:

- » Heavy Physical Cover.
- » Will explode if Attacked with an Energy Weapon (8 Defence, 0 Endurance, 3 Armour and 3 Durability): 4 General Energy Damage in a Splash 2 area.

### POWER CELLS:

- » Center: Heavy Physical Cover.
- » Surrounding Area: Heavy Disruption Cover (Stacks with Heavy Firewall Cover to create Entrenched Machine Cover).

### RUBBISH:

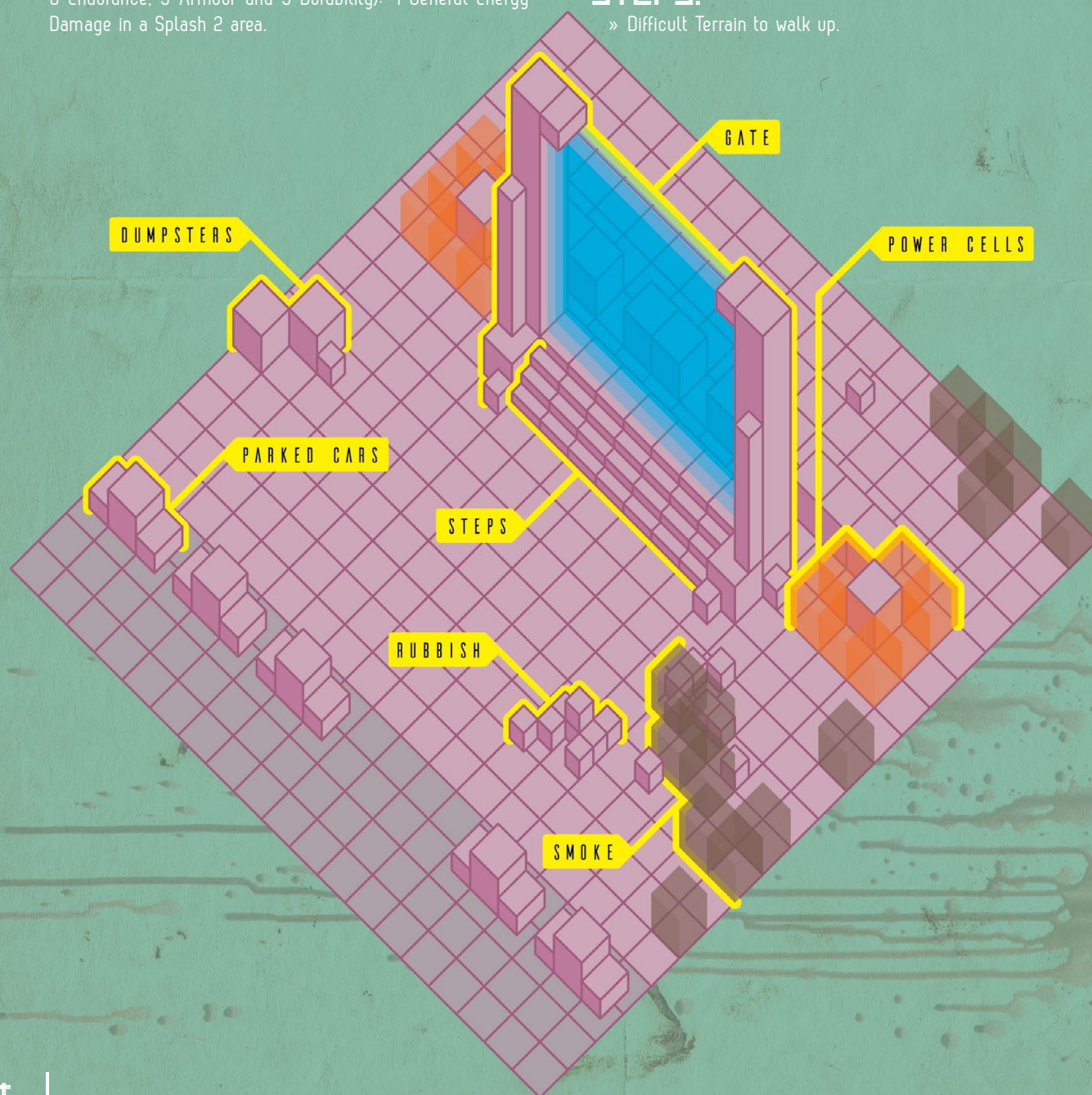
- » Light Physical Cover.
- » Difficult Terrain.

### SMOKE:

- » Light Limited Vision Cover (Stacks with Light Physical Cover from Rubbish to create Heavy Meat Cover).

### STEPS:

- » Difficult Terrain to walk up.





## CREATING NPCs

- » There are four NPC Types: Henchmen, Troops, Skilled and Nemesis. Each with their own Ability Table.
- » **NPCs built to fight PC in a balanced fashion will have many of their abilities (ie: Attribute Points, Armour, current Resources, etc...) dictated by the PC's average Power.**
- » NPCs are built in a similar way to PCs, except as follows:
  - » **NPCs gain +2 to all Attack Rolls** and do not add a Combat Skill Roll bonus to their Attack Roll.
  - » No Drive Re-Rolls.
  - » May ignore all Spare Time, Equipment Slot and Form requirements and costs.
  - » **Their Equipment may not go above their Max Power.**
  - » They may have up to two different Weapons.

### ABILITY TABLE & BALANCE

You should feel free to alter your NPCs strength if you wish to alter the tone of your campaign or to more accurately match the true strength of your Players. Below are some examples:

- » If PCs have been gaining more/less than 1 Power per 3 game Sessions.
- » If your Players are not particularly tactically or mathematically minded you may wish to decrease the strength of your NPCs by one step on their Ability Table.
- » If you wish to make the big-bad-guy in your game particularly dangerous you may wish to increase their strength by one or two steps on their Ability Table.

### NATURE

You should feel free to define a NPC nature in any way that you see fit (ie: robot, software, animal), give them any form of special movement (ie: flight, swimming) and immunities (ie: can breathe underwater, resist cold, immune to Digital). You should also feel free to give them any vulnerabilities (ie: +2 End Dmg from fire).

### SKILL ROLLS

Feel free to give NPCs -2 to +4 to any Skill that feels appropriate.

### NPC TYPE VARIATIONS

- » Some NPCs may gain NPC Type Variations. These work just like AUGs, but are attached to no area and are more powerful.
- » **These count as 2 AUGs for calculating effects and abilities that are modified by the number of AUGs.**
- » **Any NPC Type Variation may be exchanged for 2 AUGs.**
- » See NPC AUGs and Variations on pg: 76.

## NPC TYPES

### HENCHMEN GROUP

Ideal for groups of mooks, swarms of monsters, and other large groups of NPCs.

- » Equal in power to 1 PC.
- » **Work like Companions (pg: 56) except in the following ways:**
  - » Have no commander.
  - » **May perform 1 Action per Turn.**
  - » They have an Attribute value (with a bonus to Mobility) that is used to define Attribute effects (not Sub-Stats).
  - » Have their own Endurance pool.
  - » May only move OR Attack during Surprise Rounds.
  - » Act last in the Turn, after all other characters.
- » Have a single Meat Defence and Armour value.
- » Have a single Machine Defence and Armour value.

### TROOP GROUP

Ideal for a pair of skilled soldiers and small groups of competent NPCs with some skill.

- » Equal in power to 1 PC.
- » **Work like Henchmen Group except in the following ways:**
  - » Do not gain +1d6 Hit and +1 End Dmg per Attacking Body.
  - » Each Body is independent and does not act as a group (ie: does not Attack as a group, each Body gains 1 Munition point per Turn, etc...).
  - » They still share an Endurance pool.

### SKILLED

Ideal for NPCs of comparable strength to the PCs.

- » Equal in power to 1 PC.
- » Work like PCs except in the following ways:
  - » **Removed from combat (ie: die) when any Attribute is reduced to -2, or Durability is reduced to 0.**

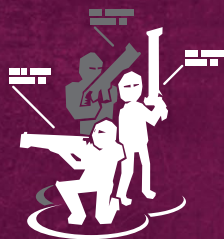
### NEMESIS

Ideal choice for boss fights, and other very powerful NPCs.

- » Equal in power to 3 PCs.
- » Work like Skilled NPCs except in the following ways:
  - » **May perform 3 Actions per Turn (normally 2).**
  - » Ignore 1st Suppression effect on them per Turn.



## HENCHMEN GROUP



| Avg PC Power | Defence | Armour | Durability | Bodies <sup>A</sup> | Endurance | Max Power | Variations | Actions | Attribute <sup>B</sup> |
|--------------|---------|--------|------------|---------------------|-----------|-----------|------------|---------|------------------------|
| 1-3          | 12      | 3      | 1          | 5                   | 20        | 1         | 1          | 1       | 2                      |
| 4-6          | 13      |        |            | 6                   | 22        | 2         |            |         |                        |
| 7-9          |         |        |            | 7                   | 24        | 3         | 2          |         |                        |
| 10-12        | 14      |        |            | 8                   | 26        | 4         |            |         |                        |
| 13-15        |         |        |            | 9                   | 28        | 5         | 3          |         |                        |
| 16-18        | 15      |        |            | 10                  | 30        | 6         |            |         |                        |

## TROOP GROUP



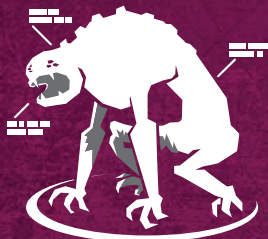
| Avg PC Power | Defence | Armour | Durability | Bodies | Endurance | Max Power | Variations | Actions <sup>C</sup> | Attribute <sup>B</sup> |
|--------------|---------|--------|------------|--------|-----------|-----------|------------|----------------------|------------------------|
| 1-3          | 12      | 3      | 3          | 2      | 20        | 1         | 1          | 1                    | 2                      |
| 4-6          | 13      |        | 4          |        | 22        | 2         |            |                      |                        |
| 7-9          |         |        | 5          |        | 24        | 3         | 2          |                      |                        |
| 10-12        | 14      |        | 6          |        | 26        | 4         |            |                      |                        |
| 13-15        |         |        | 7          |        | 28        | 5         | 3          |                      |                        |
| 16-18        | 15      |        | 8          |        | 30        | 6         |            |                      |                        |

## SKILLED



| Avg PC Power | Attributes or Durability <sup>D</sup> | Max Power | Variations | AUGs | Actions |
|--------------|---------------------------------------|-----------|------------|------|---------|
| 1-3          | 13                                    | 5         | 2          | 1    | 2       |
| 4-6          | 15                                    | 7         | 3          | 1    |         |
| 7-9          | 17                                    | 9         | 4          | 2    |         |
| 10-12        | 19                                    | 11        | 5          | 2    |         |
| 13-15        | 21                                    | 13        | 6          | 3    |         |
| 16-18        | 23                                    | 15        | 7          | 3    |         |

## NEMESIS (EQUAL TO 3 PCS)



| Avg PC Power | Attributes or Durability <sup>D</sup> | Max Power | Variations | AUGs | Actions |
|--------------|---------------------------------------|-----------|------------|------|---------|
| 1-3          | 18                                    | 12        | 4          | 1    | 3       |
| 4-6          | 22                                    | 16        | 5          | 2    |         |
| 7-9          | 26                                    | 20        | 6          | 2    |         |
| 10-12        | 30                                    | 24        | 7          | 3    |         |
| 13-15        | 34                                    | 28        | 8          | 3    |         |
| 16-18        | 38                                    | 32        | 9          | 4    |         |

Special Rules:

» Ignore 1st Suppression per Turn.

+2 Hit, all Weapons. No Drive Re-Rolls.

Die (removed from Combat) when any Attribute is reduced to -2, or Durability is reduced to 0.

<sup>A</sup> +1d6 Hit and +1 End Dmg per Attacking Body (same as Companions).

<sup>B</sup> Only for calculating Attribute bonuses to Actions. May only be altered by NPC Variations and AUGs.

<sup>C</sup> Each Body acts independently (but shares an Endurance pool).

<sup>D</sup> May be Overridden when on 1-2 Durability.

## EXAMPLE NPCs

Average PC Power: 1-3

| Chaff Junkies                                                                                                                                                        | Hit Dice                                                      | Hit | Range | End Dmg | Crit Dmg | Type & Var       | Kind     | Power | Defence | Endurance | Armour | Durability | Bodies |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------|-----|-------|---------|----------|------------------|----------|-------|---------|-----------|--------|------------|--------|
| Wild Flailing                                                                                                                                                        | 4d6                                                           | +5  | 1     | 5       | 3*       | Melee, Metal.    | Physical | 1     | 12      | 20        | 2      | 1          | 9      |
| Innate, 1 Handed, Max Range: 1, Invisible Attack, Build Momentum, *+1 Crit Dmg vs characters with 0 Endurance, <b>Modification:</b> Dual Wield (Optional, Hands x2). |                                                               |     |       |         |          |                  |          |       |         |           |        |            |        |
| Rusty Pistol                                                                                                                                                         | 3d6                                                           | +4  | 3     | 2       | 3*       | Strike, M Coils. | Physical | 1     |         |           |        |            |        |
| Small, 1 Handed, *+1 Crit Dmg during 'Surprise Rounds' or while 'Stealthed' (Does not Stack), Max Range: 30.                                                         |                                                               |     |       |         |          |                  |          |       |         |           |        |            |        |
| Strong Hit: <b>Puncture</b> (Once per Attack) All damaged characters suffer a <b>Critical Hit</b> that deals at least 1 damage no matter their Armour.               |                                                               |     |       |         |          |                  |          |       |         |           |        |            |        |
| Notes:                                                                                                                                                               | Henchmen (Encoding: Peon, Max Power: 1, Attribute: 2), Swarm. |     |       |         |          |                  |          |       |         |           |        |            |        |

| Hacked Service Bots                                                                                                                                                                                                                                                                                                                                  | Hit Dice                                                                                                                                                                                                                                                                                                                                         | Hit | Range | End Dmg | Crit Dmg | Type & Var       | Kind    | Power | Defence | Endurance | Armour | Durability | Bodies |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|------------------|---------|-------|---------|-----------|--------|------------|--------|
| Spread Virus                                                                                                                                                                                                                                                                                                                                         | 3d6                                                                                                                                                                                                                                                                                                                                              | +2  | 3     | 4       | 3*       | Strike, Shiv.    | Digital | 1     | 12      | 20        | 3      | 3          | 2      |
| Splash 1, Small, 1 Handed, *+1 Crit Dmg during 'Surprise Rounds' or while 'Stealthed' (Does not Stack), Max Range: 30, Munition Boost (+1d6 Hit).                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                  |     |       |         |          |                  |         |       |         |           |        |            |        |
| Eject Power Core (Trap)                                                                                                                                                                                                                                                                                                                              | 4d6                                                                                                                                                                                                                                                                                                                                              | +1* | 2     | 7       | 5        | Strike, S Pulse. | Energy  | 1     |         |           |        |            |        |
| Innate, Splash 3, Max Range: 2, Cost 1 Munition, May not Reload, *Never add Attribute, 2 Uses if NPC, Place in an adjacent space and all: 'Attack Rolls, damage and effects' are delayed until 'you activate them (remote switch), a set event (ie: trip wire over 2 spaces) or time (ie: end of your next Turn)', Stun, Munition Boost (Splash +1). |                                                                                                                                                                                                                                                                                                                                                  |     |       |         |          |                  |         |       |         |           |        |            |        |
| Notes:                                                                                                                                                                                                                                                                                                                                               | Troop (Encoding: Deity, Max Power: 1, Attribute: 2), Infect (Strong Hit: <b>Infect:</b> A damaged, or an adjacent, character is infected with an ailment (ie: sick) if they fail a suitable Skill Roll of 12 (+1 difficulty for each additional time this Strong Hit option is applied without removal) within the next 5 minutes.), Big Strike. |     |       |         |          |                  |         |       |         |           |        |            |        |

## CHAFF THUG

Skilled Character

Form: Scrapper.

Encoding: Demon & Peon.

Max Power: 2.

|         |            |   |   |           |     |        |   |      |         |
|---------|------------|---|---|-----------|-----|--------|---|------|---------|
| MEAT    | Body       | 3 | 1 | Defence   | 9   | +Limbs | + | =    | 11      |
|         | Limbs      | 2 | 2 | Endurance | 7   | xBody  | + | 4    | = 25    |
|         | Mind       | 2 | 3 | Armour    | 3   |        | + | -1   | = 2     |
| MACHINE | Data       | 2 | 4 | Defence   | 11  | +Net   | + | -1   | = 12    |
|         | Network    | 2 | 5 | Endurance | 5   | xData  | + | 4    | = 14    |
|         | Edge       | 2 | 6 | Armour    | 1d6 |        | + | -1   | = 1d6-1 |
|         | Durability | 5 |   | Cmb Order | 0   | +Mind  | + | Edge | = 4     |

Form, Variations, AUGs, Stances & Notes:

Dodge (Twice per Combat: +2 Armour vs an Attack (Stacks)).

**Meat Stance:** E Endure (While you have Meat Endurance: once before your next Turn you may redirect 1 non-Digital Attack aimed at an adjacent ally onto yourself).

**Machine Stance:** U Block (If your Machine Armour blocks all Attribute damage from a Critical Hit: You may Recover 3 Machine Endurance and move 2 spaces).

| Weapons (Select Two):                                                                                                                                                                                                                                                                                      | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation       | Kind     | Power |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|------------------------|----------|-------|
| Arc-Fire Shiv                                                                                                                                                                                                                                                                                              | 3d6      | +4  | 1     | 4*      | 4        | Melee, Arc-Fire Blade. | Physical | 2     |
| 1 Handed, Max Range: 1, Invisible Attack, Build Momentum, *End Dmg from this Weapons deals damage to both Meat and Machine Endurance (as if it were Energy), <b>Modification:</b> Well Maintained.                                                                                                         |          |     |       |         |          |                        |          |       |
| Molotov Cocktail                                                                                                                                                                                                                                                                                           | 3d6      | +2  | 1     | 4       | 5        | Strike, Napalm.        | Energy   | 2     |
| Small, 1 Handed, Splash 1, Cover -2, Max Range: 15, Cost 1 Munition, May not Reload, 2 Uses if NPC, Must Draw before each use, Strong Hit: <b>Burn - Napalm:</b> All damaged characters suffer 3 General Energy Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks).. |          |     |       |         |          |                        |          |       |
| Tech Shotgun                                                                                                                                                                                                                                                                                               | 3d6      | +4  | 3*    | 5       | 3        | Strike, Rockets.       | Physical | 2     |
| *1st Range Increment: Strong Hit (5-6), Max Range: 30, Splash 1, Lock On (Cover -1, Splash -1).                                                                                                                                                                                                            |          |     |       |         |          |                        |          |       |
| Malware Bomb                                                                                                                                                                                                                                                                                               | 4d6      | +2  | 6     | 4       | 4        | Strike, Long Con.      | Digital  | 2     |
| All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                                                                                                                                                               |          |     |       |         |          |                        |          |       |
| Jackpotting Wire                                                                                                                                                                                                                                                                                           | 3d6      | +4  | 1     | 4       | 3        | Melee, Worm.           | Digital  | 1     |
| 1 Handed, Max Range: 2, Invisible Attack, <b>Modification:</b> Long, Well Maintained.                                                                                                                                                                                                                      |          |     |       |         |          |                        |          |       |
| Strong Hit: <b>Burn - Worm:</b> All damaged characters suffer 4 General Digital Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks).                                                                                                                                  |          |     |       |         |          |                        |          |       |

| Gangbangers                | Hit Dice                                                                                                                                                 | Hit | Range | End Dmg | Crit Dmg | Type & Var   | Kind   | Power | Defence | Endurance | Armour | Durability | Bodies |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|--------------|--------|-------|---------|-----------|--------|------------|--------|
| Ion Blaster                | 2d6                                                                                                                                                      | +6  | 4     | 5       | 4        | Strike, Ion. | Energy | 2     | 13      | 22        | 3      | 1          | 6      |
| Munition Boost (+1d6 Hit). |                                                                                                                                                          |     |       |         |          |              |        |       |         |           |        |            |        |
| Notes:                     | Henchmen (Encoding: Demon, Max Power: 2, Attribute: 2), Group Tactics (Attacking Bodies grant +3 Hit and +2 End Dmg (normally +1d6 Hit and +1 End Dmg)). |     |       |         |          |              |        |       |         |           |        |            |        |

| Robotic Guard Hounds                                                                                                                     | Hit Dice                                                                                                                             | Hit | Range | End Dmg | Crit Dmg | Type & Var   | Kind     | Power | Defence | Endurance | Armour | Durability | Bodies |
|------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|--------------|----------|-------|---------|-----------|--------|------------|--------|
| Metal Teeth                                                                                                                              | 4d6                                                                                                                                  | +4  | 1     | 3       | 3        | Melee, Mono. | Physical | 2     | 13      | 22        | 3      | 3          | 2      |
| Innate, 1 Handed, Max Range: 1, Invisible Attack, Build Momentum, Physical Cover -1, Modification: Dual Wield.                           |                                                                                                                                      |     |       |         |          |              |          |       |         |           |        |            |        |
| Strong Hit: Puncture (Once per Attack) All damaged characters suffer a Critical Hit that deals at least 1 damage no matter their Armour. |                                                                                                                                      |     |       |         |          |              |          |       |         |           |        |            |        |
| Digi Howl                                                                                                                                | 3d6                                                                                                                                  | +3  | 2*    | 4       | 3        | Strike, Shiv | Digital  | 2     |         |           |        |            |        |
| *1st Range Increment: Strong Hit (5-6), Max Range: 30, Munition Boost (+1d6 Hit).                                                        |                                                                                                                                      |     |       |         |          |              |          |       |         |           |        |            |        |
| Notes:                                                                                                                                   | Troop (Encoding: Demon, Max Power: 2, Attribute: 4), Capable Troops (Increase all movement distances and Endurance Recoveries by 2). |     |       |         |          |              |          |       |         |           |        |            |        |

## VOIDNET NETHAB

### Skilled Character

Form: Forlorn.

Encoding: Demon.

Max Power: 3.

|         |            |    |   |           |    |             |   |   |    |
|---------|------------|----|---|-----------|----|-------------|---|---|----|
| MEAT    | Body       | 2  | 1 | Defence   | 14 | +Limbs +    | 1 | = | 15 |
|         | Limbs      | 2  | 2 | Endurance | 3  | xBody +     |   | = | 6  |
|         | Mind       | 3  | 3 | Armour    | 1  |             |   | = | 1  |
| MACHINE | Data       | 3  | 4 | Defence   | 14 | +Net +      | 1 | = | 15 |
|         | Network    | 5  | 5 | Endurance | 3  | xData +     |   | = | 9  |
|         | Edge       | 3  | 6 | Armour    | 1  |             |   | = | 2  |
|         | Durability | 10 |   | Cmb Order | 4  | +Mind +Edge |   | = | 10 |

#### Form, Variations, AUGs, Stances & Notes:

Forlorn (+3 Attribute/Durability points from Variation &amp; AUG).

Cripple (All enemies suffer: '-1 Hit and End Dmg (Stacks up to -4)' OR '-2 Meat and Machine Defence (Stacks up to -4)').

Neural Shield (-1 Machine Armour at 0 Machine Endurance).

Meat Stance: P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Meat Armour vs an Attack (Stacks)).

Machine Stance: P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Machine Armour vs an Attack (Stacks)).

| Weapons (Select Two):                                                                                                                                                 | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation     | Kind    | Power |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|----------------------|---------|-------|
| Backup SMG                                                                                                                                                            | 4d6      | +2  | 4     | 4       | 3        | Strike, Shock Pulse. | Energy  | 3     |
| Small, 1 Handed, Munition Boost (+1d6 Hit, Splash 1), Max Range: 30, Stun, Modification: Well Maintained.                                                             |          |     |       |         |          |                      |         |       |
| Breach OS                                                                                                                                                             | 2d6      | +4  | 6     | 2       | 4        | Strike, Informant.   | Digital | 2     |
| Strong Hit (5-6). All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                        |          |     |       |         |          |                      |         |       |
| Strong Hit: Inhibit: All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).                |          |     |       |         |          |                      |         |       |
| PrOn Worm Spam                                                                                                                                                        | 3d6*     | -1  | 2     | 4       | 4        | Strike, Shiv.        | Digital | 3     |
| Large, Munition Boost (+3d6 Hit), *Attacks are always applied to the first non-adjacent intervening character (as if triples were rolled) in addition to your target. |          |     |       |         |          |                      |         |       |

## GANG LORD

### Nemesis Character

Form: Prime.

Encoding: Demon.

Max Power: 3.

|         |            |    |   |           |     |             |    |   |       |
|---------|------------|----|---|-----------|-----|-------------|----|---|-------|
| MEAT    | Body       | 4  | 1 | Defence   | 11  | +Limbs +    | -3 | = | 11    |
|         | Limbs      | 3  | 2 | Endurance | 4   | xBody +     |    | = | 16    |
|         | Mind       | 3  | 3 | Armour    | 1d6 |             |    | = | 1d6+1 |
| MACHINE | Data       | 3  | 4 | Defence   | 11  | +Net +      | -3 | = | 10    |
|         | Network    | 2  | 5 | Endurance | 4   | xData +     |    | = | 12    |
|         | Edge       | 4  | 6 | Armour    | 1d6 |             |    | = | 1d6+1 |
|         | Durability | 13 |   | Cmb Order | -2  | +Mind +Edge |    | = | 5     |

#### Form, Variations, AUGs, Stances & Notes:

Nemesis (x3 Actions per Turn, Ignore 1st Suppression per Turn).

Prime (5 Times per Combat: +1 Meat and Machine Armour vs one Critical Hit (Stacks)).

Fear Field (Aura 1: All enemies suffer -1d6 Hit (Does not Stack)).

Meat Stance: M Block (If your Meat Armour blocks all Attribute damage from a Critical Hit: You may move 2 spaces).

Machine Stance: M Block (If your Machine Armour blocks all Attribute damage from a Critical Hit: You may move 2 spaces).

| Weapons:                                                                                                                                                                                                                 | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation   | Kind     | Power |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|--------------------|----------|-------|
| Metal Fists                                                                                                                                                                                                              | 4d6      | +8  | 1     | 8       | 6*       | Melee, Metal.      | Physical | 3     |
| Innate, 1 Handed, Max Range: 1, Invisible Attack, Build Momentum, **1 Crit Dmg vs characters with 0 Endurance, Sighted Shot: +3 End Dmg, Modification: Familiar, Martial Artist, Heavy, Dual Wield (Optional, Hands x2). |          |     |       |         |          |                    |          |       |
| Phase Assault Rifle                                                                                                                                                                                                      | 4d6      | +4  | 3*    | 5*      | 5        | Strike, Phase Beam | Energy   | 3     |
| *Sighted Shot grants +3 to your End Dmg rather than +3 Range, Modification: Personalised.                                                                                                                                |          |     |       |         |          |                    |          |       |

| Guardian Bots                                                                                                                                                                                                                     | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Var         | Kind    | Power | Defence | Endurance | Armour | Durability | Bodies |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|--------------------|---------|-------|---------|-----------|--------|------------|--------|
| Crowd Control Siren                                                                                                                                                                                                               | 4d6      | +3  | 4     | 6       | 3        | Strike, Blackjack. | Digital | 2     | 13      | 24        | 3      | 1          | 7      |
| Small, 1 Handed, Munition Boost (+1d6 Hit), Max Range: 30, Stun, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).<br><b>Modification:</b> Familiar, Well Maintained.                  |          |     |       |         |          |                    |         |       |         |           |        |            |        |
| <b>Notes:</b> Henchmen (Encoding: Deity, Max Power: 3, Attribute: 1), Meat Shields (Aura 1: You may shift hits on allies on to one of your Bodies), Unstoppable (Ignore 1st death that one of your Bodies would suffer per Turn). |          |     |       |         |          |                    |         |       |         |           |        |            |        |

| SEC Legionnaires                                                                                                                                                                   | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Var       | Kind   | Power | Defence | Endurance | Armour | Durability | Bodies |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|------------------|--------|-------|---------|-----------|--------|------------|--------|
| Shock AR                                                                                                                                                                           | 4d6      | +1  | 4     | 4       | 4        | Strike, S Pulse. | Energy | 2     | 13      | 24        | 3      | 3          | 3      |
| Stun, Munition Boost (Splash +1), Lock On (+2 Hit and End Dmg), <b>Modification:</b> Familiar, Targeting Array.                                                                    |          |     |       |         |          |                  |        |       |         |           |        |            |        |
| <b>Notes:</b> Troop (Encoding: Deity, Max Power: 3, Attribute: 0), Tough as Nails (Reduce all Durability damage against each of your Bodies by 1 to a minimum of 1), Mighty Three. |          |     |       |         |          |                  |        |       |         |           |        |            |        |

## S.W.O.R.D BOT

Skilled Character

Form: Bot.

Encoding: Deity.

Max Power: 3.

|         |            |    |   |           |    |             |    |   |    |
|---------|------------|----|---|-----------|----|-------------|----|---|----|
| MEAT    | Body       | 8  | 1 | Defence   | 9  | +Limbs +    | -2 | = | 10 |
|         | Limbs      | 3  | 2 | Endurance | 6  | xBody +     | 7  | = | 55 |
|         | Mind       | 4  | 3 | Armour    | 3  |             | 2  | = | 5  |
| MACHINE | Data       | 4  | 4 | Defence   | 14 | +Net +      | 1  | = | 20 |
|         | Network    | 5  | 5 | Endurance | 3  | xData +     | 7  | = | 19 |
|         | Edge       | 3  | 6 | Armour    | 1  |             | 1  | = | 2  |
|         | Durability | 17 |   | Cmb Order | 1  | +Mind +Edge |    | = | 8  |

### Form, Variations, AUGs, Stances & Notes:

Bot (+6 Attribute/Durability points from Variation and AUGs).

Mini Boss (You are equal in power to 2 PCs (normally 1)).

Str Hit - Lock (Strong Hit: **Target Lock** - NPC: Two characters are Locked On until an appropriate Skill Roll of 12 is made (Does not Stack)).

Black Fold Shroud (Vs Triple: +1 Meat and Machine Armour).

**Meat Stance:** M Endure (While you have Meat Endurance: once before your next Turn you may redirect 1 non-Digital Attack aimed at an adjacent ally onto yourself).

**Machine Stance:** P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Machine Armour vs an Attack (Stacks)).

| Weapons:                                                                                                                                                                                                                                                                                         | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation  | Kind     | Power |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|-------------------|----------|-------|
| Micro Missile Launcher                                                                                                                                                                                                                                                                           | 3d6*     | +0  | 3     | 6       | 4        | Strike, Rockets.  | Physical | 3     |
| Innate, Splash 1, Lock On (+2 Hit, +2 End Dmg, Cover -1 and Splash -1), Large, Munition Boost (+2d6 Hit), *Attacks are always applied to the first non-adjacent intervening character (as if triples were rolled) in addition to your target, <b>Modification:</b> Familiar.                     |          |     |       |         |          |                   |          |       |
| Scanner                                                                                                                                                                                                                                                                                          | 3d6*     | +0  | 4     | 5       | 4        | Strike, Long Con. | Digital  | 3     |
| Lock On (+2 Hit and End Dmg), Large, Munition Boost (+2d6 Hit), *Attacks are always applied to the first non-adjacent intervening character (as if triples were rolled) in addition to your target, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks). |          |     |       |         |          |                   |          |       |

## HUNTER AI

Nemesis Character

Form: Software.

Encoding: Deity.

Max Power: 6.

|         |            |    |   |           |    |             |   |   |    |
|---------|------------|----|---|-----------|----|-------------|---|---|----|
| MEAT    | Body       | -  | 1 | Defence   |    | +Limbs +    |   | = | -  |
|         | Limbs      | -  | 2 | Endurance |    | xBody +     |   | = | -  |
|         | Mind       | -  | 3 | Armour    |    |             |   | = | -  |
| MACHINE | Data       | 8  | 4 | Defence   | 14 | +Net +      | 2 | = | 22 |
|         | Network    | 6  | 5 | Endurance | 3  | xData +     |   | = | 24 |
|         | Edge       | 4  | 6 | Armour    | 1  |             |   | = | 1  |
|         | Durability | 17 |   | Cmb Order | 4  | +Mind +Edge |   | = | 8  |

### Form, Variations, AUGs, Stances & Notes:

Nemesis (x3 Actions per Turn, Ignore 1st Suppression per Turn).

Software (You have no Meat Attributes or Meat Stance, You are always physically Stealthed, You must end your movement at the end of each Turn).

Creeping Power (At the end of every Turn all of your Weapons gain +2 Hit and End Dmg (Stacks), At the end of every 2nd Turn all of your Weapons gain Strong Hit +1 (Stacks)).

Warlord (Add a Henchmen Group, Troop Group or Skilled to this Combat).

**Machine Stance:** P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Machine Armour vs an Attack (Stacks)).

| Weapons:                                                                                                                                                                                                                      | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation        | Kind    | Power |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|-------------------------|---------|-------|
| Imprison Personality                                                                                                                                                                                                          | 3d6      | +4  | 3     | 7       | 5        | Strike, Knuckle Duster. | Digital | 6     |
| Large, Splash 1, Cost 1 Munition, Pierce 1, Splash 1, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks), Invisible Attack, <b>Modification:</b> Personalised, Familiar, Suppressor. |          |     |       |         |          |                         |         |       |

| Slave Warriors                                                                                                                                                                                                                         | Hit Dice                                                                                                                                                                                                                                                                       | Hit | Range | End Dmg | Crit Dmg | Type & Var        | Kind    | Power | Defence | Endurance | Armour | Durability | Bodies |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|-------------------|---------|-------|---------|-----------|--------|------------|--------|
| Revolt Crusher                                                                                                                                                                                                                         | 3d6                                                                                                                                                                                                                                                                            | +5  | 2*    | 5       | 3        | Strike, Informant | Digital | 4     | 14      | 26        | 3      | 6          | 2      |
| *1st Range Increment: Strong Hit (5-6), Max Range: 30, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks), Lock On (+2 Hit and End Dmg). <b>Modifications:</b> Personalised, Targeting Array. |                                                                                                                                                                                                                                                                                |     |       |         |          |                   |         |       |         |           |        |            |        |
| Strong Hit: <b>Inhibit:</b> All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).                                                                          |                                                                                                                                                                                                                                                                                |     |       |         |          |                   |         |       |         |           |        |            |        |
| Notes:                                                                                                                                                                                                                                 | Troop (Encoding: Peon, Max Power: 4, Attribute: 2), Aid Troops (Aura 3: Non-Henchmen and Companion allies gain +1d6 Hit OR +1 Meat and Machine Armour (Does not Stack)), Edgelord Plug (Aura 2: All enemies suffer -2 Hit and -2 End Dmg (min 1) (Does not Stack)), Voice Box. |     |       |         |          |                   |         |       |         |           |        |            |        |

## HEDONIST HOLOGRAM

Skilled Character

Form: Hologram.

Encoding: Demon.

Max Power: 5.

|         |            |   |   |           |    |             |    |   |         |
|---------|------------|---|---|-----------|----|-------------|----|---|---------|
| MEAT    | Body       | 1 | 1 | Defence   | 14 | +Limbs +    | 7  | = | 25 (28) |
|         | Limbs      | 4 | 2 | Endurance | 3  | xBody +     | 12 | = | 15      |
|         | Mind       | 3 | 3 | Armour    | 1  |             |    | = | 1       |
| MACHINE | Data       | 3 | 4 | Defence   | 14 | +Net +      | 1  | = | 18      |
|         | Network    | 3 | 5 | Endurance | 3  | xData +     | 12 | = | 21      |
|         | Edge       | 3 | 6 | Armour    | 1  |             |    | = | 1       |
|         | Durability | 9 |   | Cmb Order | 4  | +Mind +Edge |    | = | 10      |

Form, Variations, AUGs, Stances & Notes:

Hologram (You always have Light Limited Vision Cover).

Brutal (Your first Attack each Turn gains: +1 Crit Dmg).

Drone Swarm (+6 Meat Defence from Variations & AUGs).

Force Shield (Every 2nd Energy Attack made against you in a Combat recharges 1 Munition for one of your Energy Weapons).

**Meat Stance:** P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Meat Armour vs an Attack (Stacks)).

**Machine Stance:** P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Machine Armour vs an Attack (Stacks)).

| Weapons:                                                                                                                                                                                                                                                                              | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation       | Kind    | Power |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|------------------------|---------|-------|
| Flicker Strike                                                                                                                                                                                                                                                                        | 3d6      | +6  | 1*    | 3**     | 6        | Melee, Arc-Fire Blade. | Energy  | 5     |
| Innate, 1 Handed, Max Range: 1*, Invisible Attack. *Four Times per Combat: +2 Range and Max Range: 12, Build Momentum. **End Dmg from this Weapons deals damage to both Meat and Machine Endurance (as if it were Energy). <b>Modification:</b> Familiar, Martial Artist, Masterwork. |          |     |       |         |          |                        |         |       |
| Image Bombardment                                                                                                                                                                                                                                                                     | 3d6      | +3  | 3     | 7       | 5        | Strike, Blackjack.     | Digital | 5     |
| Large, Splash 1, Cost 1 Munition, Pierce 1, Stun, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks), Lock On (Crit Loc +/-), <b>Modifications:</b> Familiar, Adv Targeting Array.                                                           |          |     |       |         |          |                        |         |       |

## KEEPER ON HOVER CHAIR

Nemesis Character

Form: Forlorn.

Encoding: Deity.

Max Power: 6.

|         |            |    |   |           |    |             |    |   |    |
|---------|------------|----|---|-----------|----|-------------|----|---|----|
| MEAT    | Body       | 10 | 1 | Defence   | 9  | +Limbs +    | -3 | = | 10 |
|         | Limbs      | 4  | 2 | Endurance | 6  | xBody +     | 30 | = | 90 |
|         | Mind       | 6  | 3 | Armour    | 3  |             |    | = | 4  |
| MACHINE | Data       | 5  | 4 | Defence   | 14 | +Net +      |    | = | 21 |
|         | Network    | 7  | 5 | Endurance | 3  | xData +     | 30 | = | 45 |
|         | Edge       | 5  | 6 | Armour    | 1  |             |    | = | 1  |
|         | Durability | 31 |   | Cmb Order | 1  | +Mind +Edge |    | = | 12 |

Form, Variations, AUGs, Stances & Notes:

Nemesis (x2 Actions per Turn, Ignore 1st Suppression per Turn).

Forlorn (+7 Attribute/Durability points from Variations & AUGs).

Slow & Deadly (Heal 4 Meat and Machine Endurance at the start of your Turn. You may perform 2 Actions per Turn, -2 to all Movement).

Noob Tube Rig (Aura 6: At the start of your Turn a enemy suffers 2 Energy General Damage).

**Meat Stance:** M Endure (While you have Meat Endurance: once before your next Turn you may redirect 1 non-Digital Attack aimed at an adjacent ally onto yourself).

**Machine Stance:** P Avoidance (Twice per Combat: +2 (+3 if in environmental Cover) Machine Armour vs an Attack (Stacks)).

| Weapons (Select Two):                                                                                                                                                     | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Type & Variation             | Kind     | Power |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|------------------------------|----------|-------|
| Mind Hijack                                                                                                                                                               | 4d6      | +7  | 5     | 13      | 6        | Strike, Worm.                | Digital  | 6     |
| Innate, Splash 1, <b>Modification:</b> Personalised, Familiar, Well Maintained, Ancient Tech.                                                                             |          |     |       |         |          |                              |          |       |
| Strong Hit: <b>Burn - Worm:</b> All damaged characters suffer 4 General Digital Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks). |          |     |       |         |          |                              |          |       |
| Ley-Dust Hand Cannon                                                                                                                                                      | 3d6      | +4  | 3     | 15      | 6        | Strike, Plasma Bolt.         | Energy   | 6     |
| Splash 2, Large, Cost 1 Munition, Pierce 1, Strong Hit (5-6), May only make 1 Attack per Turn, <b>Modification:</b> Personalised, Familiar.                               |          |     |       |         |          |                              |          |       |
| Battle Bots                                                                                                                                                               | 2d6      | +7  | 5     | 14      | 5        | Companion, S, S, Antimatter. | Physical | 6     |
| Defence: 12, Armour: 3, Durability: 1, Bodies: 3, Move: 4, Splash 1, <b>Modification:</b> Personalised, Familiar, Well Maintained.                                        |          |     |       |         |          |                              |          |       |

# KEYWORDS, EFFECTS & NOTES

| Keyword             | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Arc                 | Denotes a space relative to your facing: Front (90° zone in front of you), Sides (90° zones on both left and right sides of you), Rear (90° zone behind you).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Aura X: Y           | All characters within X spaces of you gain Y.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Build Momentum      | Starts Combat with 0 Munitions (normally full), or -1 Munition per Turn if you're an NPC.<br>May Attack with 0 Munitions (normally requires at least 1).<br>This Weapon gains 1 Munition after you Attack a Character with this Weapon or perform the Take Aim Action with any Weapon.<br>Reloading this Weapon grants it +2 Munitions.                                                                                                                                                                                                                                                                                                       |
| Cost X Munition     | X Munition must first be spent to Attack with this Weapon (they may not be used for other Munition abilities).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Cover +X            | Increase the Cover on a character by X Steps (even to Entrenched, ie: Cover +1 increases Light to Heavy, or Heavy to Entrenched, Stacks).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Cover -X            | Reduce the Cover of specific Types (see pg: 52, 'Visibility, Low Light, Mental, Physical, Environmental) by X Steps for Attacks from this Weapon (ie: Cover -1 reduces Entrenched to Heavy, Heavy to Light, and Light to No Cover, Stacks).                                                                                                                                                                                                                                                                                                                                                                                                   |
| Visibility          | Also reduced Low Light Cover.<br>Reducing Visibility and Low Light Cover against an enemy also reflects enhanced perception (ie: light source, keen hearing/eyesight, etc...) and may grant a Description bonus to some Awareness Skill Rolls.                                                                                                                                                                                                                                                                                                                                                                                                |
| Crit Loc +/-X       | Alter what random <b>Critical Hit</b> Attribute is damaged by +/-0 to X (normally just 1d6) but may NOT shift onto an Attribute that would not normally be able to harm (ie: 1d3 can't hit location 4).<br>Your <b>Critical Hit</b> deals +1 Durability damage on a roll of 5+ on 1d6 (with Crit Loc +/-1, 3+ with Crit Loc +/-2, and automatically on Crit Loc +/-3 or better).                                                                                                                                                                                                                                                              |
| Draw +/-X           | This item requires +/-X more Actions to Draw (normally 1), Draw 0 Weapons may be Drawn for free during your Turn.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Durability: X       | After this character/object receives X Attribute damage they are removed from combat (see below).<br>Attribute healing/repair = Durability healing/repair.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Attribute Dmg 2+    | Your <b>Critical Hits</b> deal +1 Durability damage if you deal 2+ Attribute Damage after Armour (Does not Stack).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Crit Loc +/-X       | Your <b>Critical Hits</b> deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| General Damage      | Target suffers X Endurance/Shield damage and if they are at (or reduced to by this damage) 0 Endurance/Shields they suffer a <b>Critical Hit</b> with Crit Dmg X.<br>Multiple instances apply damage separately (ie: 2x 4 General Damage vs 3 Armour = 8 Endurance/Shield damage and 2 Attribute damage).                                                                                                                                                                                                                                                                                                                                     |
| Hostile Environment | Commonly allows you to function in a specific environment without significant penalties (ie: no Skill Roll damage, Difficult Terrain, etc...)<br>The range and scope of these benefits should be fleshed out by the GM (and possibly the PC) in a reasonable fashion that contributes to the flavour of the game (ie: the ability to function in 0-Gravity may be due to magnetic boots: allowing you to walk along metallic surfaces without hindrance, by may still reduce your movement per Turn) and may grant additional narrative-focused side effects (ie: magnetic boots may grant a +2 bonus to Skill Rolls to resist being pushed). |
| Immune to X         | You're immune to the effect X.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Invisible Attack    | Attacks from this Weapon do not break any Stealthed effect on you (Attacks normally break Stealthed).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Lock On (X)         | Attacks from this Weapon gain X against any character that is affected by a friendly Locked On effect.<br>If this Weapon is active then you gain a small amount of GM-defined information (stats, AUGs, Weapons, etc...) on all Locked On targets at the start of your Turn.                                                                                                                                                                                                                                                                                                                                                                  |
| May not Reload      | This Weapon may only Reload when you have access to fresh ammunition (ie: a store or looted from foes).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Max Range: X        | You may not make Attacks beyond X spaces from your Character (or this Weapon's Body).<br>Splash damage effects may not scatter beyond X spaces from your Character (or this Weapon's Body).                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Mounted             | This Weapon is attached to another Weapon and they count as a single item (but are still considered two different Weapons).<br>» Use the worst combination of Size, Draw and Hand Keywords from both Weapons (ie: default + Large = Large).<br>» Drawn at the same time.<br>» Calculate required hands once (not for each Weapon).<br>» Calculate required Equipment Slots once (not for each Weapon).<br>» Munitions are tracked separately for each Weapon.<br>» If attached to a Companion Weapon: it does not gain +1d6 Hit and +1 End Dmg per Attacking Body.                                                                            |
| Munition Boost (+X) | Attacks from this Weapon gain X when you spend a Munition (Does not Stack).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Munition X: Y       | If you spend X Munition points your next Attack gains Y.<br>» Munition Abilities from a Weapon may only be used by that Weapon.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| No Munitions        | This Weapon has No Munitions pool (and may still Attack).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Optional            | During your Turn you may choose to turn the effects of this Modification on or off.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Pierce X            | Armour against <b>Critical Hits</b> from this Weapon is counted as X lower down to a minimum of 3 (ie: Pierce 2 vs Armour 4 = Armour 3). Multiple applications of this Keyword combine X (ie: Pierce 1 + Pierce 2 = Pierce 3). You may Attack through solid walls with this Weapon (you're target will have Heavy or Entrenched Cover).                                                                                                                                                                                                                                                                                                       |
| Reload +/-X         | This item requires +/-X more Actions to Reload (normally 2).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

|                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Size:                                  | By default all non-Outfit items without a Size Keyword require 2 Slots to carry and 2 hands to use.<br>Note: non-Dual Wield 2 handed items may be held – but not activated – in 1 hand (ie: allows you to perform some Skill Rolls or hold a 1 handed item).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 1 Handed                               | This item requires 1 hand to use (normally 2)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Hands +/-X                             | This item requires +/-X more hands (normally 2).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Slots +X                               | This item requires +/-X more Equipment Slots (normally 2).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Large                                  | Requires 3 Slots (normally 2).<br>-1 Hit and personal Defence if this item is active and you have 3 Strength. -2 Hit and personal Defence if this item is active and you have 2 or less Strength.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Small                                  | Requires 1 Slot (normally 2).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Trinket                                | Only requires 1 Slot per 5 Trinkets (normally 2 per item) (rounded down, ie: 4 Trinkets require 0 Slots).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Natural                                | This item is a part of your Character's body, does not need to be Drawn and can only (normally) be removed through surgery.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Innate                                 | This is an ability or skill of your character, does not need to be Draw, requires 0 Slots (normally 2) and can't (normally) be removed.<br><b>You may add this Keyword to any NPC item.</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Specialization: X                      | You gain +2 to all non-Spare Time, non-Attack Rolls narratively connected to topic X (Does not Stack).<br>» <b>Optional Rule:</b> the topic may be changed to a new thematically similar topic when this AUG is gained.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Splash X                               | On a successful Attack Roll everything within X of your target is damaged by this Weapon (ie: suffers End/Shield Dmg and may have some Strong Hits applied to them).<br>» They do not count as 'Hit', but they do count as 'damaged' for the purpose of triggering other abilities.<br>» You and allies are not harmed if your Weapon is Melee.<br>If you miss with this Attack, and it is not a Melee Weapon, then it scatters 1d6 spaces in a GM defined direction (normally overshoots).<br>You may target a space (Defence 10) that is at least 2 spaces away from a character.<br>If you know roughly where a Stealthed character is you may attack a nearby space with a Splash Weapon in the hopes of harming them (does not break their Stealth). |
| Area                                   | A way of describing an area that includes all spaces with X of a space.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Strong Hit (X-6)                       | This Weapon causes a Strong Hit on a roll of a X to a 6 (normally just a 6).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Strong Hit +Y                          | Increase the range of X-6 (default is just 6) by Y (ie: 'Strong Hit +1 = Strong Hit (5-6)', or 'Strong Hit +1 + Strong Hit (4-6) = Strong Hit (3-6)').                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Strong Hit -Y                          | Decrease the range of X-6 (default is just 6) by Y (ie: 'Strong Hit -1 = May not roll a Strong Hit', or Strong Hit -1 + Strong Hit (4-6) = Strong Hit (5-6)').                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| X Deals Y auto Strong Hits against you | Damage from a Weapon with Weapon Type or Keyword X deal Y automatic Strong Hits that ONLY affect you (Stacks).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Set Up (X)                             | This item requires you to perform X before it may be used (most commonly the Prep Action, which still allows you to make full use of that Actions benefits).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Strong Hit: X: (Y) Z                   | You may activate Strong Hit option X if your Attack meets requirements Y, which will apply Z to this Attack.<br>» Strong Hit options from a Weapon may only be used by that Weapon.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Stun                                   | If this item would reduce a character's Attribute to 0 or below, you may instead choose to disable them (ie: knock out, put to sleep, etc...).<br>» The GM may allow this item to automatically disable a completely unaware and unprepared character (ie: you are Stealthed and they are not expecting combat).                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Task                                   | This is a task that is immediately performed and is not an object that is carried.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Tools:                                 | Some Skill Rolls require Tools to attempt.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Toolbox                                | Grants the carrier of this item +1 to a specific Trained Skill, and allows some Skill Rolls that require more than basic tools (characters are assumed to usually be carrying very basic tools for all of their Trained Skills).<br>» Multiple Toolboxes for the same Skill do not Stack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Workshop                               | Grants all PCs who have regular access to this Workshop +1 to a specific Trained Skill (even if they are not at the Workshop), and allows for some Skill Rolls that require advanced tools while at the Workshop.<br>» Multiple Workshops for the same Skill do not Stack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Vs Double/Triple: X                    | If an Attack rolls at least two/three (double/triple) of a kind (ie: '4, 4' or '5, 5, 5') and causes you damage then you gain/activate X against that Attack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |



# COMBAT QUICK REFERENCE

| Damage              | Notes                                                                                                                                                                                         |
|---------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Endurance Damage    | When you succeed at an Attack Roll (pg: 50) you deal your Weapon's Endurance Damage (End Dmg) to your target.                                                                                 |
| 0 Endurance         | If you have, or have just been reduced to, 0 Endurance you suffer an automatic <b>Critical Hit</b> from that source and they may use the <b>Critical Boost</b> Strong Hit option against you. |
| Attribute Damage    | PC character die when any Attribute is reduced to -4. NPC character die when any Attribute, or their Durability, is reduced to 0.                                                             |
| Negative Attribute  | Character: Gain the Bleeding effect (Meat Attribute) or by be Overrided (Machine Attribute).                                                                                                  |
| Durability          | Character die when their Durability is reduced to 0.                                                                                                                                          |
| 1 or less Attribute | Skilled and Nemesis NPCs have -1 Durability for each Attribute that starts combat with 1 or less point.                                                                                       |
| Attribute Dmg 2+    | Your <b>Critical Hits</b> deal +1 Durability damage if you deal 2+ Attribute Damage after Armour (Does not Stack).                                                                            |
| Crit Loc +/-X       | Your <b>Critical Hits</b> deal x2 Durability damage after Armour (may not trigger 'Attribute Dmg 2+' effect, Does not Stack).                                                                 |

| Weapon Kind | Notes                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Physical    | <ul style="list-style-type: none"> <li>» Attack target's Meat Defence.</li> <li>» Critical Hit random location 1d3, and Mear Armour.</li> <li>» <b>Munition 1:</b> Gain +1d6 Hit (Stacks).</li> <li>» May only Reload 3 times between resupply opportunities.</li> <li>» Uses Physical Equipment Slots.</li> </ul>                                                                                              |
| Energy      | <ul style="list-style-type: none"> <li>» Attack target's highest Defence.</li> <li>» Critical Hit random location 1d6, and corresponding Armour (Meat = 1-3, Machine = 4-6).</li> <li>» <b>Munition 1:</b> +2 End Dmg (Stacks).</li> <li>» Regain 1 Munition at the start of each Turn.</li> <li>» Uses Physical Equipment Slots.</li> <li>» You suffer 10 Machine Endurance Damage when you Reload.</li> </ul> |
| Digital     | <ul style="list-style-type: none"> <li>» Attack target's Machine Defence.</li> <li>» Critical Hit random location 1d3+3, and Machine Armour.</li> <li>» <b>Munition 1:</b> Strong Hit +1 (Stacks).</li> <li>» May use Physical OR Digital Equipment Slots (selected when acquired).</li> </ul>                                                                                                                  |

| Effects          | Notes                                                                                                                                            |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| Bleeding         | You suffer 1 damage to a random (1d6) Attribute at the start of your Turn until a suitable Skill Roll of 12 is performed on you (Stacks).        |
| May be Overrided | Any character may Override you (controlling you for 1 Action) with a Skill Roll of 12.                                                           |
| Locked On        | Enemy Weapons with the Lock On Keyword gain an advantage against you, and enemy characters know where you are (so you can't Stealth).            |
| Suppressed       | You may only perform 1 Action during your next Turn, Stops the entire Companion group from moving during their next Turn, No effect on Ordnance. |
| Stealthed        | See pg: 35.                                                                                                                                      |

| Stacking          | Notes                                                                                                                    |
|-------------------|--------------------------------------------------------------------------------------------------------------------------|
| Stacks            | The same identical effect may be stacked any number of times (all effects Stack by default).                             |
| Stacks up to X    | The same identical effect may be stacked up to a maximum of X.                                                           |
| (Multiple Stacks) | Multiple effects may be Stacked in an order that favours the dice roller (ie: the performer of an Attack or Skill Roll). |
| Does not Stack    | You may only gain this effect once, no matter how many sources grant it.                                                 |

| Weapon Type | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Companion   | <p>Characters may only have one Companion Weapon (but may have multiple non-Combat Companions).</p> <p>This is a separate character to you.</p> <ul style="list-style-type: none"> <li>» You must define its Nature (ie: robot, sentient person, FLESH drone, etc...).</li> <li>» They are loyal to you and will (generally) obey your commands, but may also on their own according to their Nature.</li> <li>» They count as an ally (ie: for purposes of Aura, Strong Hit options, etc...).</li> </ul> <p>When you perform an Action you may allow your Companion to gain any effect from that Action instead of you, ie: your Companion Attacks rather than you.</p> <ul style="list-style-type: none"> <li>» Use your Attribute values to calculate Action bonuses (ie: Hit +Ref and Range +Foc), but use their Move stat rather than your Mobility.</li> <li>» Companions Attack as a group and gain +1d6 Hit and +1 End/Shield Dmg per Attacking Body.</li> </ul> <p>Companions may move once at the end of your Turn (up to their Move stat) if you did not grant them a move from one of your Actions.</p> <p>Companions use your Skill bonus/penalties and Tools, but may only gain up to a maximum of +1.</p> <p>You and all of your Companions share a single Endurance pool.</p> <p>Companion Bodies are removed from Combat (ie: killed, wounded, scared off, etc...) if their Durability is reduced to 0.</p> <ul style="list-style-type: none"> <li>» Each Body individually Tracks Durability damage.</li> </ul> <p>Companions have 2 spare Equipment Slots.</p> |

| Movement           | Notes                                                                                                                                                                                                                                                                                                                                                            |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Difficult Terrain  | Each space costs 2 Movement.<br>Particularly Difficult Terrain (ie: climbing a wall) may also require a Physical Skill Roll (by performing the Prep Action).                                                                                                                                                                                                     |
| Minor Interactions | (ie: open/close door, pick up an object, etc...) Costs 2 Movement.                                                                                                                                                                                                                                                                                               |
| Fly                | You may spend your Movement to fly higher (and lower): increasing the distance of all Attacks made against you, and by you by the amount you have moved up. This may also reduce the Range between you and another flier (eg: by flying closer to them). Flying lower will reduce any gained distance.                                                           |
| Incorporeal        | You may move through any terrain or character without penalty. Terrain that you can't move 'through' (ie: a pit) still inhibits you.                                                                                                                                                                                                                             |
| Teleport           | You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you are going. If you move to a space without room for you, you will suffer 4+ points of damage (no Armour) to a random (1d6) Attribute and appear in an unexpected location. |

| Cover Steps         | Notes                                                                                                                                                                                                                                                                                                                                                            |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 ) No Cover        | » May not be increased by '+Cover Step' effects.                                                                                                                                                                                                                                                                                                                 |
| 1) Light Cover      | » Add your current Mind (Meat) or Edge (Machine) to your Defence.<br>» You may attempt to Stealth (pg: 35).                                                                                                                                                                                                                                                      |
| 2) Heavy Cover      | » Add your current 'Mind (Meat) or Edge (Machine) x2' to your Defence.<br>» You may attempt to Stealth (pg: 35).<br>» Reduce all Endurance damage against you by 2, to a minimum of 1 (Does not Stack with more Cover).                                                                                                                                          |
| 3) Entrenched Cover | » May only be gained by having at least 2 different Types of Cover and/or the Cover +X Keyword.<br>» Add your current 'Mind (Meat) or Edge (Machine) x3' to your Defence.<br>» You may attempt to Stealth (pg: 35).<br>» Reduce all Endurance damage against you by 2, to a minimum of 1 (Does not Stack with more Cover).<br>» You gain +1 Meat/Machine Armour. |
| Characters          | » Grants Light physical Cover.<br>» Attack Roll triple (die rolls of a '6' do not apply) results in the attack being applied to the blocking character.                                                                                                                                                                                                          |
| Physical Cover      | All Cover only protects vs Meat or Machine Attacks but Physical Cover protects against both.                                                                                                                                                                                                                                                                     |

| Munitions     | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| General Rules | Each personal Weapon has its own Munition pool of 3.<br>» All Munition pools start Combat filled.<br>» Reloading completely refills a Munition pool.<br>» <b>Physical Weapons:</b> May only Reload 3 times between resupply opportunities.<br>» <b>Energy:</b> Regain 1 Munition at the start of each Turn.<br>» <b>Digital:</b> You suffer 10 Machine Endurance Damage when you Reload.<br>Weapons may not Attack if their pool has 0 Munition.<br>» <b>Physical:</b> Munition 1: Gain +1d6 Hit (Stacks).<br>» <b>Energy:</b> Munition 1: +2 End Dmg (Stacks).<br>» <b>Digital:</b> Munition 1: Strong Hit +1 (Stacks). |



# NPC AUGS & VARIATIONS

|                                                                                 | NPC AUGs          | Requirements              | Benefits                                                                                                                                                                                                                                                                                           | Disadvantages                                                                                                                                                                          |
|---------------------------------------------------------------------------------|-------------------|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                 | Big Strike        | NPC                       | Splash +1, all Weapons.                                                                                                                                                                                                                                                                            |                                                                                                                                                                                        |
|  | Dodge             | NPC                       | Twice per Combat (four times if you're a Nemesis): +2 Armour vs an Attack (Stacks).                                                                                                                                                                                                                | -1 Meat and Machine Armour.                                                                                                                                                            |
|  | Extension         | NPC                       | You're part of another Primary NPC (ie: a limb) and combine your Endurances into a single pools. You always stay close to the Primary NPC.<br>+5 Meat and Machine Endurance (after multiplication).                                                                                                |                                                                                                                                                                                        |
|  | Fierce            | NPC                       | +2 Hit and End Dmg, all Weapons.                                                                                                                                                                                                                                                                   | -1 Meat and Machine Defence.                                                                                                                                                           |
|  | Forbidden Mystery | NPC                       | +4 Hit vs characters who do not understand your nature.<br>+4 End Dmg vs characters who understand your nature.                                                                                                                                                                                    |                                                                                                                                                                                        |
|  | Geared Up         | NPC                       | +1 Max Power.                                                                                                                                                                                                                                                                                      | -5 Endurance (after Multiplication).                                                                                                                                                   |
|                                                                                 | Immunity          | Not Henchmen or Troop NPC | One of your Attributes is Immune to damage.                                                                                                                                                                                                                                                        | -1 Attribute/Durability point.                                                                                                                                                         |
|  | Infect            | NPC                       | +2 End Dmg, all Weapons.<br>Strong Hit: <b>Infect</b> : A damaged, or an adjacent, character is infected with an ailment (ie: sick) if they fail a suitable Skill Roll of 12 (+1 difficulty for each additional time this Strong Hit option is applied without removal) within the next 5 minutes. |                                                                                                                                                                                        |
|                                                                                 | Leech             | NPC                       | Strong Hit: <b>Leech</b> : +2 End Dmg, and if a damaged enemy has a Weapon that shares a Kind with yours: theirs loses 1 Munition and yours gains 1 (Stacks).                                                                                                                                      |                                                                                                                                                                                        |
|  | Objective - Boost | NPC                       | If your enemies do not perform a set task by the end of Turn 2: all of your Weapons gain +2 Hit and Strong Hit +1 (Does not Stack).                                                                                                                                                                |                                                                                                                                                                                        |
|  | Objective - Win   | NPC                       | If your enemies do not perform a set task by the end of Turn 3: you win (ie: your enemies are forced to retreat, you achieve a goal not tied to winning this Combat, etc...).                                                                                                                      |                                                                                                                                                                                        |
|                                                                                 | Power Well        | NPC                       | Once per Combat: you or an ally gain 2 free Munition points.                                                                                                                                                                                                                                       | -2 Meat and Machine Endurance.                                                                                                                                                         |
|                                                                                 | Str Hit - Burn    | NPC                       | Strong Hit: <b>Burn - NPC</b> : A character suffers 3 Energy General Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks).                                                                                                                                     |                                                                                                                                                                                        |
|                                                                                 | Str Hit - Disrupt | NPC                       | Strong Hit: <b>Disrupt - NPC</b> : A character loses Locked On and suffers one of the following: 'lose 1 Munition on a Weapon (Attacker's choice, Stacks)', 'Strong Hit -1 on their next Attack (Stacks)' or 'are Suppressed if they have (or have just been reduced to) 0 Endurance'.             | -4 Meat and Machine Endurance.                                                                                                                                                         |
|                                                                                 | Str Hit - Inhibit | NPC                       | Strong Hit: <b>Inhibit - NPC</b> : A character suffers -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).                                                                                                                                         |                                                                                                                                                                                        |
|                                                                                 | Str Hit - Lock    | NPC                       | Lock On (+2 Hit and End Dmg), all Weapons.<br>Strong Hit: <b>Target Lock - NPC</b> : Two characters are Locked On until an appropriate Skill Roll of 12 is made (Does not Stack).                                                                                                                  |                                                                                                                                                                                        |
|                                                                                 | Vulnerability     | NPC                       | +1 Meat and Machine Defence.<br>+6 Meat and Machine Endurance.                                                                                                                                                                                                                                     | Weapons with a specific Keyword, Kind or Strong Hit option, or enemies who have performed a specific Action during their current Turn gain +2 Hit and End Dmg vs you (Does not Stack). |



|   | Henchmen Variations | Requirements | Benefits                                                                                                                                                                   | Disadvantages |
|---|---------------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
|   | Aid Forces          | Henchmen NPC | Non-Henchmen allies adjacent to one of your Bodies gain one of the following:<br>» +2 Hit and End Dmg (Does not Stack).    » +2 Meat and Machine Defence (Does not Stack). |               |
|   | Amass               | Henchmen NPC | Strong Hit: <b>Amass:</b> Gain +1 Body.                                                                                                                                    |               |
| Y | Armoured Forces     | Henchmen NPC | +1 Armour.                                                                                                                                                                 | -2 Bodies.    |
|   | Capable Forces      | Henchmen NPC | +2 Attribute.<br>Increase all movement distances and Endurance Recoveries by 2.                                                                                            |               |
| 🧠 | Endless             | Henchmen NPC | Gain +1 Body at the end of each Turn.                                                                                                                                      |               |
|   | Explosive           | Henchmen NPC | <b>Aura 2:</b> When one of your Bodies dies all enemies suffer 3 Physical General Damage.                                                                                  |               |
| 🧠 | Group Tactics       | Henchmen NPC | Attacking Bodies grant +3 Hit and +2 End Dmg (normally +1d6 Hit and +1 End Dmg).                                                                                           |               |
|   | Meat Shields        | Henchmen NPC | <b>Aura 1:</b> You may shift hits on allies on to one of your Bodies.                                                                                                      |               |
|   | Reinforcements      | Henchmen NPC | Gain +2 Bodies for each Turn you are off the battle map (Stacks).                                                                                                          |               |
|   | Steadfast           | Henchmen NPC | Reduce all Endurance damage against each of your Bodies by 2 (min 1).                                                                                                      |               |
|   | Swarm               | Henchmen NPC | +4 Bodies.                                                                                                                                                                 | -1 Armour.    |
| 👊 | Unstoppable         | Henchmen NPC | Ignore 1st death that one of your Bodies would suffer per Turn.                                                                                                            | -1 Attribute. |

|   | Troop Variations | Requirements | Benefits                                                                                                                           | Disadvantages                    |
|---|------------------|--------------|------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
|   | Aid Troops       | Troop NPC    | <b>Aura 1:</b> Non-Henchmen and Companion allies gain +1d6 Hit OR +1 Meat and Machine Armour (Does not Stack).                     |                                  |
| Y | Armoured Troops  | Troop NPC    | +1 Armour.                                                                                                                         | -1 Crit Dmg. all Weapons.        |
|   | Body Guards      | Troop NPC    | <b>Aura 1:</b> You may shift hits on allies on to one of your Bodies.                                                              |                                  |
|   | Capable Troops   | Troop NPC    | +2 Attribute.<br>Increase all movement distances and Endurance Recoveries by 2.                                                    |                                  |
|   | Mighty Three     | Troop NPC    | +1 Body.                                                                                                                           | -1 Attribute.<br>-2 Durability.  |
|   | Strategic        | Troop NPC    | Once per Combat you may perform a free Take Aim, Overwatch or Prep Action.                                                         |                                  |
|   | Tough as Nails   | Troop NPC    | Reduce all Durability damage against each of your Bodies by 1 to a minimum of 1.                                                   | -1 Attribute.                    |
| 🧠 | Unified          | Troop NPC    | +1 Durability.<br>You may perform +1 Action per Turn while you have more than 1 Body.                                              | Your Bodies are not independent. |
| 👊 | Unified Force    | Troop NPC    | Gain a Skilled Variation that does not alter your Attribute/Durability points (on death effects trigger when your last Body dies). | Your Bodies are not independent. |



|   | Skilled Variations | Requirements | Benefits                                                                                                                                                                                                                    | Disadvantages                                                                                                                                                                           |
|---|--------------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Y | Armoured Fighter   | Skilled NPC  | +1 Meat and Machine Armour.                                                                                                                                                                                                 | -2 Attribute/Durability points.                                                                                                                                                         |
|   | Attrition          | Skilled NPC  | At the start of your Turn all enemies suffer 4 Meat OR Machine Endurance damage (Stacks).                                                                                                                                   |                                                                                                                                                                                         |
| Y | Avoidance          | Skilled NPC  | +2 Movement, Meat Defence and Machine Defence.                                                                                                                                                                              |                                                                                                                                                                                         |
|   | Bloodlust          | Skilled NPC  | When you cause a <b>Critical Hit</b> you gain +1 End Dmg and Munition point next Turn (Stacks).                                                                                                                             |                                                                                                                                                                                         |
|   | Bomb               | Skilled NPC  | <b>Aura 1:</b> When you die all characters suffer 5 Physical General Damage.                                                                                                                                                |                                                                                                                                                                                         |
|   | Booster            | Skilled NPC  | All of your allies gain one of the following:<br>» +2 Hit and End Dmg (Stacks).<br>» +2 Hit and Movement.<br>» +2 Meat and Machine Defence (Stacks up to +4).                                                               | -1 Attribute/Durability point.                                                                                                                                                          |
| Y | Brutal             | Skilled NPC  | Your first Attack each Turn gains: +1 Crit Dmg.                                                                                                                                                                             | -2 Attribute/Durability points.                                                                                                                                                         |
|   | Competent          | Skilled NPC  | +2 Attribute/Durability points.                                                                                                                                                                                             |                                                                                                                                                                                         |
|   | Cripple            |              | All of your enemies suffer one of the following:<br>» -1 Hit and End Dmg (Stacks up to -4).<br>» -2 Meat and Machine Defence (Stacks up to -4).<br>» -1 Movement (Stacks up to -2).                                         |                                                                                                                                                                                         |
|   | Cursed             |              | When you die, all of your enemies suffer one of the following until the end of Combat:<br>» -2 Hit and End Dmg (Stacks).<br>» -4 Meat and Machine Defence. (Stacks).<br>» 6 Meat and Machine Endurance damage.              | -2 Attribute/Durability point.                                                                                                                                                          |
|   | Death Throes       | Skilled NPC  | When you die: you may immediately perform 1 Action.                                                                                                                                                                         | -1 Attribute point.<br>-2 Durability points.                                                                                                                                            |
| S | Immense            | Skilled NPC  | Gain a Nemesis Variation.                                                                                                                                                                                                   | -4 Attribute/Durability points.                                                                                                                                                         |
|   | Killer             | Skilled NPC  | +1 Hit and End Dmg. all Weapons.<br>+1d6 Hit vs characters who have Attribute damage (Does not Stack).                                                                                                                      |                                                                                                                                                                                         |
| Y | Mighty             | Skilled NPC  | +12 Meat and Machine Endurance (after multiplication).                                                                                                                                                                      |                                                                                                                                                                                         |
| S | Mini Boss          | Skilled NPC  | +3 Attribute/Durability points.<br>Gain a Nemesis Variation.                                                                                                                                                                | You are equal in power to 2 PCs (normally 1).                                                                                                                                           |
|   | Rally              | Skilled NPC  | At the start of your Turn an allied Henchmen Group gains a Body.                                                                                                                                                            |                                                                                                                                                                                         |
|   | Reprisal           | Skilled NPC  | When an enemy causes you damage: they suffer 4 Meat OR Machine Endurance damage (Stacks).                                                                                                                                   |                                                                                                                                                                                         |
|   | Sacrifice          | Skilled NPC  | When you die, all of your allies gain one of the following until the end of Combat:<br>» Strong Hit +1, all Weapons (Stacks).<br>» +1 Armour (Does not Stack).<br>» Light Cover (Type set by GM, Stacks).<br>» +4 Movement. | -2 Attribute/Durability point.                                                                                                                                                          |
|   | Sneaky             | Skilled NPC  | Once per Turn you may become Stealthed and Teleport up to 2 spaces.                                                                                                                                                         | -1 Attribute/Durability point.                                                                                                                                                          |
|   | Split              | Skilled NPC  | When you die: a Henchmen of Troop Group enters the Combat, but they may not act this Turn.                                                                                                                                  | -2 Attribute/Durability points.                                                                                                                                                         |
| F | Teched Up          | Skilled NPC  | You gain +1 max Power.<br>All of your equipment is free to Draw.                                                                                                                                                            |                                                                                                                                                                                         |
|   | Weakness           | Skilled NPC  | +4 Attribute/Durability points (+3 if your Weakness is rare).                                                                                                                                                               | Weapons with a specific Keyword, Kind or Strong Hit option, or enemies who have performed a specific Action during their current Turn gain +1 End and Crit Dmg vs you (Does not Stack). |



|                                                                                    | Nemesis Var      | Requirements | Benefits                                                                                                                                                                                                                                                                                                                                             | Disadvantages                                                                                                        |
|------------------------------------------------------------------------------------|------------------|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
|    | Alter Terrain    | Nemesis NPC  | +2 Attribute/Durability points.<br>Once per Turn you may alter the terrain (ie: add/remove Cover, create walls, etc...).                                                                                                                                                                                                                             |                                                                                                                      |
|                                                                                    | Armageddon       | Nemesis NPC  | +3 End Dmg. all Weapons.<br>At the end of Turn X all enemies suffer X+2 General Damage (Kind set by GM).                                                                                                                                                                                                                                             |                                                                                                                      |
|    | Armoured Tank    | Nemesis NPC  | +7 Meat and Machine Endurance (after multiplication).<br>+1 Meat and Machine Armour.                                                                                                                                                                                                                                                                 | -1 Attribute/Durability point.                                                                                       |
|    | Assassin         | Nemesis NPC  | You do not require Cover to become Stealthed.<br>Once per Turn you may become Stealthed and Teleport up to 5 spaces.                                                                                                                                                                                                                                 | -3 Attribute/Durability points.                                                                                      |
|                                                                                    | Consume          | Nemesis NPC  | Add a Henchmen Group to this Combat.<br>Once per Turn you may eat an adjacent suitable Companion or Henchmen Body: Gain a free Recovery and heal 2 Attribute/Durability points.                                                                                                                                                                      | -1 Attribute/Durability point.                                                                                       |
|                                                                                    | Creeping Power   | Nemesis NPC  | At the end of every Turn all of your Weapons gain +2 Hit and End Dmg (Stacks).<br>At the end of every 2nd Turn all of your Weapons gain Strong Hit +1 (Stacks).                                                                                                                                                                                      |                                                                                                                      |
|                                                                                    | Cunning          | Nemesis NPC  | +4 Combat Order.<br>The Take Aim and Overwatch Actions Heal 3 Meat OR Machine Endurance on you and an ally.<br>The Prep Action grants you or an allies next Attack +2d6 Hit (Stacks).                                                                                                                                                                |                                                                                                                      |
|    | Decoy            | Nemesis NPC  | Decoys: Add a Troop Group to this Combat with 0 Bodies and 1 Durability. These Troops look just like you (you may reduce your Actions and damage to match them).<br>Strong Hit: <b>Create Decoy:</b> Add a Body to your Decoy Troop Group in any space, and you may (secretly) swap places with any Body in this Group. This Body may Act this Turn. |                                                                                                                      |
|    | Doombringer      | Nemesis NPC  | +4 Hit and End Dmg. all Weapons.                                                                                                                                                                                                                                                                                                                     |                                                                                                                      |
|                                                                                    | Doomsday         | Nemesis NPC  | Once per Turn: Your next Attack gains '+1d6 Hit and +4 End Dmg' or '+2 End Dmg and Splash +2'.                                                                                                                                                                                                                                                       |                                                                                                                      |
|    | Eviscerate       | Nemesis NPC  | +1 Crit Dmg. all Weapons.                                                                                                                                                                                                                                                                                                                            | -3 Attribute/Durability points.                                                                                      |
|                                                                                    | Horriifying      | Nemesis NPC  | All enemies suffer 16 Endurance damage at the start of Combat.<br>» 10 if they're Trained in Resolve, or 6 if they also have a Resolve Toolbox.                                                                                                                                                                                                      |                                                                                                                      |
|                                                                                    | Immortal         | Nemesis NPC  | Heal 3 Meat or Machine Endurance at the start of your Turn.<br>Reduce all Endurance and Attribute damage against you by 2 to a minimum of 1 (Stacks).                                                                                                                                                                                                |                                                                                                                      |
|  | Master Plan      | Nemesis NPC  | +2 Attribute/Durability points.<br>Strong Hit: <b>All part of the Plan:</b> Your unseen master plan moves forward 1 step!                                                                                                                                                                                                                            | If you fail to survive this Combat your unseen master plan moves back 2 steps!                                       |
|                                                                                    | Mind Control     | Nemesis NPC  | <b>Aura 10:</b> Twice per Combat you Override a character at the end of your Turn.                                                                                                                                                                                                                                                                   | -2 Attribute/Durability points.                                                                                      |
|  | Monstrous        | Nemesis NPC  | +4 Attribute/Durability points.                                                                                                                                                                                                                                                                                                                      |                                                                                                                      |
|                                                                                    | Onslaught        | Nemesis NPC  | <b>Critical Hit</b> grants all of your Weapons +1d6 Hit until the end of the Combat (Stacks up to +6d6).                                                                                                                                                                                                                                             | -5 Endurance.                                                                                                        |
|  | Phase            | Nemesis NPC  | After you suffer X Attribute/Durability damage: Gain a new Weapon with Power X.                                                                                                                                                                                                                                                                      | -1 (-2 if X larger than 5) Durability point.                                                                         |
|                                                                                    | Rejuvenation     | Nemesis NPC  | Heal 4 Meat or Machine Endurance at the start of your Turn.<br>Heal 2 Attribute / 3 Durability points at the end of your Turn.                                                                                                                                                                                                                       | -2 Attribute points.<br>-1 Durability point.                                                                         |
|                                                                                    | Resilient        | Nemesis NPC  | +30 Meat and Machine Endurance (after multiplication).                                                                                                                                                                                                                                                                                               |                                                                                                                      |
|  | Reveal Weakness  | Nemesis NPC  | Strong Hit: <b>Reveal Weakness:</b> Select an Attribute: all other Attributes gain +2 Armour until this Attribute is hit (ie: via <b>Critical Hit</b> or <b>Pierce</b> , and even if it suffers no damage).                                                                                                                                          |                                                                                                                      |
|                                                                                    | Shocking         | Nemesis NPC  | Strong Hit: <b>Shocking:</b> Splash +1 (Stacks) and all damaged characters are Suppressed.                                                                                                                                                                                                                                                           |                                                                                                                      |
|                                                                                    | Slow & Deadly    | Nemesis NPC  | +4 End and +1 Crit Dmg. all Weapons.<br>Heal 4 Meat and Machine Endurance at the start of your Turn.                                                                                                                                                                                                                                                 | You may perform -1 Action per Turn.<br>-2 to all Movement.                                                           |
|                                                                                    | Summoner         | Nemesis NPC  | Add two Henchmen Groups to this Combat with -6 Bodies.<br>Strong Hit: <b>Summoner:</b> Add a Body to each of your Henchmen Groups (even if they have 0 Bodies), and these Bodies may Act this Turns.                                                                                                                                                 |                                                                                                                      |
|  | Swift            | Nemesis NPC  | You may perform +1 Action per Turn.                                                                                                                                                                                                                                                                                                                  | -7 Meat and Machine Endurance (after multiplication).                                                                |
|                                                                                    | Telegraph Target | Nemesis NPC  | Marked Target: At the start of the Turn (before any Character acts), select a character.<br>You gain Strong Hit +1 against this Marked Target with your first Action during your Turn.                                                                                                                                                               | -3 Combat Order.                                                                                                     |
|                                                                                    | Telegraph Zone   | Nemesis NPC  | Marked Space: At the start of the Turn (before any Character acts), select 2 spaces.<br>At the start of your Turn all enemies within 1 of these Marked Spaces suffers 4 General Damage.                                                                                                                                                              | -3 Combat Order.                                                                                                     |
|                                                                                    | Warlord          | Nemesis NPC  | Add a Henchmen Group, Troop Group or Skilled to this Combat.                                                                                                                                                                                                                                                                                         |                                                                                                                      |
|  | Zone             | Nemesis NPC  | Zone: Gain +4 End Dmg. +4 Meat Defence and +4 Machine Defence vs all enemies within/ outside 5 spaces of you.<br>Strong Hit: <b>Zone Shift:</b> Flip your Zone's within/outside.                                                                                                                                                                     | Zone: You suffer +4 End Dmg. +4 Meat Defence and +4 Machine Defence from all enemies outside/within 5 spaces of you. |

# FORM (Select One)

|                                                                                   | Form       | Requirements | Benefits                                                                                                                                                                                                                                                                                                                                                                                                            | Disadvantages                                                                                                                                                                                                                                                                                  |
|-----------------------------------------------------------------------------------|------------|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | Meat Kebab |              | >> Your body is 100% organic with no augmentations, this makes you an oddity who is viewed with suspicion by other people.<br>+1 Physical_Stealth and Resolve.<br>You have no Encoding, Machine Attributes or Machine Stance**.<br>You are always digitally Stealthed.                                                                                                                                              | -10 Attribute points.<br>-5 Durability points.<br>All of your AUGs are assumed to be physical items with the Small Keyword.<br>Installing an AUG does not Heal you.                                                                                                                            |
|    | Forlorn    |              | >> Your body is sickly, frail and is kept alive by technology.<br>+1 Medicine.<br>+1 Attribute/Durability point per AUG.                                                                                                                                                                                                                                                                                            | If you are not an NPC: Meat Attributes without an AUG have a maximum value of 3.                                                                                                                                                                                                               |
|    | Scrapper*  |              | >> Your bodies augmentations are a chaotic mix of scavenged miss-matched parts.<br>+1 Hardware and Code_Demon.<br>Installing an AUG on you costs -1 CHITS (min 1)<br>Gain +1 AUG if you're an NPC.                                                                                                                                                                                                                  | -2 Code_Deity.<br>Gain an additional Encoding (normally 1).                                                                                                                                                                                                                                    |
|    | Can*       |              | >> Your body is installed with standard issue and mass-produced augmentations that were designed for you to perform a specific mundane profession within society.<br>+1 Culture_Peon.<br>Gain a Specialization of your choice for a mundane profession.<br>Gain +1 Spare Time Point per Session.<br>Gain +1 Meat or Machine Armour if you're an NPC.                                                                | -1 Drive Re-Roll.                                                                                                                                                                                                                                                                              |
|    | Prime*     |              | >> Your beautiful body is installed with custom made augmentations that were designed to work together in elegant harmony.<br>+1 Culture_Deity.<br>+1 Meat and Machine Armour vs one Critical Hit per Combat per AUG (Stacks).                                                                                                                                                                                      | Installing an AUG on you costs +1 CHITS.                                                                                                                                                                                                                                                       |
|   | Freak*     |              | >> You have a very unusual and exotic body that may be unsettling to people.<br>+1 Social_Force.<br>Each area (Attributes, Skills, etc...) may have up to 2 AUGs (normally limited to 1), bonuses to Skills from AUGs attached to the same area Do not Stack.<br>Gain +1 AUG if you're an NPC.                                                                                                                      | -1 Social_Subtle.                                                                                                                                                                                                                                                                              |
|  | Hologram*  |              | >> Your brain/software is stored in a hovering micro bot that makes use of holographic projections to interact with the physical world and to shield you.<br>You look like a hologram (flickering, limited hues, etc...) but for 10 minutes a day per AUG you may change your appearance to a near-perfect match of another person/object.<br>You always have Light Limited Vision Cover (allows physical stealth). | -4 Physical Equipment Slots.<br>-1 Physical_Brute.                                                                                                                                                                                                                                             |
|  | Bot*       |              | >> You are a program/brain that is hardwired into a body.<br>+1 Mechanics.<br>+1 Attribute/Durability point per AUG.                                                                                                                                                                                                                                                                                                | If you are not an NPC: Machine Attributes without an AUG have a maximum value of 3.                                                                                                                                                                                                            |
|  | Software*  |              | >> You are 100% software and all of your legal protections are derived from the one who owns you.<br>+1 Code_Deity.<br>You have no Meat Attributes or Meat Stance**.<br>You are always physically Stealthed.                                                                                                                                                                                                        | -10 Attribute Points.<br>-5 Durability points.<br>You always have 0 Physical Equipment Slots.<br>You must end your movement at the end of each Turn inside a data storage device (ie: an environmental object, a person's augmentations, etc...) and will move with that device when it moves. |
|                                                                                   | Beast***   | NPC          | +2 End Dmg. all Weapons.<br>You may move 2 spaces at the start or end of your Turn.                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                |
|  | Brute***   | NPC          | +10 Meat and Machine Endurance.                                                                                                                                                                                                                                                                                                                                                                                     | -1 Meat and Machine Defence.                                                                                                                                                                                                                                                                   |
|                                                                                   | Horror***  | NPC          | When an enemy Attacks you they suffer 4 Meat or Machine Endurance damage (2 if they are Trained in Resolve).                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                |
|                                                                                   | *          |              | >> If you're a human who primarily expresses their power through software or a robot body (ie: you're a remote hacker or have a robot bodyguard) then you should select a Companion to be your vulnerable physical body (it's Skill Roll bonus are not restricted).                                                                                                                                                 |                                                                                                                                                                                                                                                                                                |
|                                                                                   | **         |              | >> Set your Meat/Machine Endurance to 10 if you have no Meat/Machine Stance, and this is only used for your Companion.                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                |
|                                                                                   | ***        |              | You may have no Encoding, Machine Attributes, Machine Stance** and are always digitally Stealthed OR you may have no Meat Attributes, Meat Stance** and are always physically Stealthed.                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                |

# ATTRIBUTE AUGS

|                                                                                    | Body              | Requirements | Benefits                                                                                                                                                                                                                                              | Disadvantages                                                                                         |
|------------------------------------------------------------------------------------|-------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
|                                                                                    | Acid Blood        |              | <b>Aura 2:</b> When you receive Meat Endurance or Attribute damage all enemies suffer the Strong Hit option <b>Burn - Acid Blood:</b> Suffer 3 General Meat Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks). |                                                                                                       |
|    | Bone Grafts       |              | +1 Meat Armour.                                                                                                                                                                                                                                       | -1 Meat Armour at 0 Endurance.<br>-2 Meat Defence if you have the Meat Block Stance.                  |
|                                                                                    | Exoskeleton       |              | +4 Physical Slots.<br>Specialization: Using your strength to grab and move objects (including physical Impair).                                                                                                                                       |                                                                                                       |
|    | Synthetic Muscles |              | Reduce all Meat Endurance damage against you by 1 (Stacks) to a minimum of 1.<br>You gain an Innate Physical Toolbox of your choice.                                                                                                                  |                                                                                                       |
|                                                                                    | Drone Swarm       | Hologram     | >> You are stored inside multiple tiny micro-drones (normally one).<br>+1 Meat Defence per AUG (min +2, Stacks up to +6).                                                                                                                             |                                                                                                       |
|    | Horrific Visage   | Freak        | +2 End Dmg. all Weapons.                                                                                                                                                                                                                              | >> You need to keep your appearance hidden to not disgust those around you.<br>-1 Hit, Energy.        |
|                                                                                    | Industrial Skin   | Can          | +1 base Meat and Machine Endurance (before multiplication).<br>+1 Physical Equipment Slot.                                                                                                                                                            |                                                                                                       |
|    | Perfection        | Prime        | +2 Attribute/Durability points.                                                                                                                                                                                                                       |                                                                                                       |
|                                                                                    | Sacred Body       | Meat Kebab   | Care healing rolls heals +2 Meat Attribute Damage on you (normally 1).<br>+1 Meat Defence.                                                                                                                                                            |                                                                                                       |
|                                                                                    | Limbs             | Requirements | Benefits                                                                                                                                                                                                                                              | Disadvantages                                                                                         |
|    | Anti-Grav Pads    |              | You may hover or glide for 1 hour a day.<br>You may move 1 space at the end of your Turn.                                                                                                                                                             |                                                                                                       |
|  | Extra Arms        |              | You have +2 arms.<br>You may perform 1 free Sighted Shot Action per Combat at the end of your Turn with a Weapon that you have not yet used during that Turn.                                                                                         | -1 Physical Slot.                                                                                     |
|                                                                                    | Flexibility       |              | You are able to bend your body in strange ways (may grant a +1 or +2 bonus to Physical Skill Rolls).<br>You're immune to physical Impair from characters with less than 5 Limbs.<br>+2 Meat Defence.                                                  |                                                                                                       |
|                                                                                    | Leg Boosters      |              | Reposition grants Move +6 (normally +2).<br>+1 Meat Defence.                                                                                                                                                                                          |                                                                                                       |
|  | Interchangeable   | Scraper      | Once per session you may exchange one of your AUGs for a new AUG while at a Workshop.                                                                                                                                                                 |                                                                                                       |
|                                                                                    | Mind              | Requirements | Benefits                                                                                                                                                                                                                                              | Disadvantages                                                                                         |
|                                                                                    | Computation       |              | +1 Drive Re-Roll.<br>+2 Hit vs targets with a lower Combat Order than you.                                                                                                                                                                            |                                                                                                       |
|  | Internal List     |              | +1 Meat Defence.<br>Strong Hit: <b>Prepared</b> (Does not Req Hit or Success) You just happen to have brought a minor object with you that you need (ie: a specific tool, a warm coat, etc...).                                                       |                                                                                                       |
|  | Implanted Skills  |              | You are Trained in an additional Skill.<br>+1 to all Acquisition Rolls.                                                                                                                                                                               | >> You occasionally gain memory flashes that are not from your own life.                              |
|  | Utility Plugs     |              | You gain Innate Toolboxes for a Social, Cultural and Code Skill of your choice.                                                                                                                                                                       | -1 Machine Defence.                                                                                   |
|                                                                                    | Backup            | Bot          | 14t and 1 CHITS: Create a backup body for yourself that can be used to replace your current one (ie: if you die or heal all of your Attribute Damage).<br>First Aid and Care Healing Rolls on you heal +1 Attribute/Durability point of any kind.     |                                                                                                       |
|                                                                                    | Combine Tech      | Meat Kebab   | You may combine any 2 AUGs into a single item (with the Small Keyword).<br>+1 Physical and Digital Equipment Slots.                                                                                                                                   |                                                                                                       |
|                                                                                    | Neural Shield     | Forlorn      | +1 Machine Armour.                                                                                                                                                                                                                                    | -1 Machine Armour at 0 Machine Endurance.<br>-2 Machine Defence if you have the Machine Block Stance. |

|                                                                                   | Data                | Requirements | Benefits                                                                                                                                                                                                                                                                                | Disadvantages                                                                                                      |
|-----------------------------------------------------------------------------------|---------------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
|                                                                                   | Omni Firewall       |              | +1 base Machine Endurance (before multiplication).<br>+1 Machine Defence.                                                                                                                                                                                                               |                                                                                                                    |
|    | Macro Tuned         |              | At the end of every Turn you gain Strong Hit +1 on all Weapons.                                                                                                                                                                                                                         | Strong Hit -1, all Weapons.                                                                                        |
|                                                                                   | Micro Tuned         |              | Reposition grants Move +2 and (normally 'or') Cover +1.<br>Prepare allows you to select three (normally two) different options.                                                                                                                                                         | -1 base Meat and Machine Endurance (before multiplication).                                                        |
|                                                                                   | Positronic HD       |              | +2 Digital Equipment Slots.<br>You gain an Innate Code Toolbox of your choice.                                                                                                                                                                                                          |                                                                                                                    |
|                                                                                   | Desentralized HD    | Freak        | Reduce all Machine Endurance and Attribute damage against you by 1 (Stacks) to a minimum of 1.                                                                                                                                                                                          | -2 Attribute/Durability points.                                                                                    |
|    | Meta Data Link      | Software     | +2 Attribute/Durability points.                                                                                                                                                                                                                                                         |                                                                                                                    |
|                                                                                   | Seamless Lense      | Hologram     | >> You do not look like a hologram and may make minor alterations to your appearance at will.<br>You gain an Innate Social Toolbox of your choice.                                                                                                                                      |                                                                                                                    |
|                                                                                   | Network             | Requirements | Benefits                                                                                                                                                                                                                                                                                | Disadvantages                                                                                                      |
|                                                                                   | Drive Mapper        |              | Strong Hit: <b>Map Drive</b> (Once per Target) <b>Aura 15:</b> Guess the Encoding of a character, if you are correct they suffer 5 Machine General Damage.                                                                                                                              | -1 Attribute/Durability point.                                                                                     |
|                                                                                   | Encrypted Drives    |              | The Take Aim Action grants your current space Light Firewall Cover until you move (Stacks).<br>+1 Machine Defence.                                                                                                                                                                      |                                                                                                                    |
|    | Probabilitiy Script |              | +1 Drive Re-Roll.<br>When you perform a Drive Re-Roll you may re-roll a single die (normally all dice).                                                                                                                                                                                 |                                                                                                                    |
|                                                                                   | Micro Q-Hub         |              | <b>Aura 1:</b> Increase all characters movements and ranges by +4 while in VR (Does not Stack).<br>Specialization: Virtual Reality (VR).                                                                                                                                                | You may be Overrided to perform 2 Actions (normally 1).                                                            |
|   | Data Recall         | Software     | Strong Hit: <b>Recall:</b> Heal 3 Machine Endurance and teleport 10 spaces onto an ally.                                                                                                                                                                                                |                                                                                                                    |
|                                                                                   | Fluid Encoding      | Scrapper     | Strong Hit: <b>Fluid Encoding:</b> Heal 4 Machine Endurance and perminantly change one of your Encodings.                                                                                                                                                                               |                                                                                                                    |
|                                                                                   | Perfect Grid        | Prime        | >> You have a large and impressive VR home in the Stream or a Voidnet.<br>You may spend 3 CHITS to be Trained in an additional Skill.                                                                                                                                                   |                                                                                                                    |
|                                                                                   | Edge                | Requirements | Benefits                                                                                                                                                                                                                                                                                | Disadvantages                                                                                                      |
|                                                                                   | APM Booster         |              | Once Per Combat: You may perform a free Action at the end of your Turn.<br>Specialization: digital games.                                                                                                                                                                               |                                                                                                                    |
|                                                                                   | Astrogrix Eye       |              | +2 Range, all Weapons.<br>Snap Shot gains: Hit +Limbs/Network (as with Sighted Shot).                                                                                                                                                                                                   |                                                                                                                    |
|  | Data Access         |              | You gain +1 to three different Skills that you are not gaining a 4+ Attribute bonus for.                                                                                                                                                                                                |                                                                                                                    |
|                                                                                   | Haze Net Links      |              | <b>Aura 1:</b> +1 Machine Armour (Does not Stack)                                                                                                                                                                                                                                       | <b>Aura 1:</b> -2 Edge Attribute Armour (combines with this AUGs benefit to a total of -1 Armour, Does not Stack). |
|                                                                                   | Cold Precision      | Bot          | +1 Grit Re-Roll.<br>Strong Hit: <b>Cold Precision:</b> You gain +2 to this roll (Stacks).                                                                                                                                                                                               | -1 Social_Insight and Culture_Common.                                                                              |
|  | Empathy Link        | Forlorn      | You gain an Innate Social Toolbox of your choice.<br>Strong Hit: <b>Empathy Link:</b> You digitally spread your emotions into a nearby character's mind. They suffer 5 General Damage to their Mind if you are currently suffering from 2+ Meat Attribute or 10+ Meat Endurance Damage. |                                                                                                                    |
|                                                                                   | Worker Keyed        | Can          | >> You have an Innate key that unlocks all non-high level service area locks.<br>+1 Machine Armour against those with Peon Encoding.<br>You gain three Small Toolboxes of your choice.                                                                                                  | -1 Machine Armour against those with Deity Encoding.                                                               |

# NON-COMBAT SKILL AUGS

|                                                                                    | Social_Subtle        | Requirements | Benefits                                                                                                                                                                                                                                                                          |                                                                                                                  |
|------------------------------------------------------------------------------------|----------------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
|    | Coupon Hunter        | Not Deity.   | +1 Culture_Upper.<br>Strong Hit: <b>Good Deal</b> (Social_Subtle, Success) You get a better deal than expected.<br>When you spend CHITS: Roll 1d6 for each CHITS and on a roll of 6 you gain back 1 Credits CHITS.                                                                |                                                                                                                  |
|                                                                                    | Insult Script        |              | +1 Culture_Upper.<br>Strong Hit: <b>Decoy – Taunt</b> : All damaged characters (or a character that you have made a successful Social Skill Roll towards) have an increased desire to Attack you and suffer Strong Hit -1 on their next Attack if it is not against you (Stacks). |                                                                                                                  |
|    | Sculpted Looks       |              | +1 Culture_Upper.<br>Specialization: Taking advantage of your attractive looks.<br>You gain an Innate Social_Subtle Toolbox.                                                                                                                                                      |                                                                                                                  |
|                                                                                    | Swindle Sensor       |              | +1 Culture_Upper.<br>Specialization: acting and deception.<br>14t, once per session: Gain a CHITS.                                                                                                                                                                                |                                                                                                                  |
|                                                                                    | Social_Force         | Requirements | Benefits                                                                                                                                                                                                                                                                          |                                                                                                                  |
|                                                                                    | Fear Field           |              | +1 Culture_Under.<br><b>Aura 1</b> : All enemies suffer -1d6 Hit (Does not Stack).                                                                                                                                                                                                |                                                                                                                  |
|                                                                                    | Inspirational Quotes |              | +1 Culture_Under.<br><b>Aura 5</b> : When you gain a Recovery all allies heal 3 Meat and Machine Endurance.                                                                                                                                                                       |                                                                                                                  |
|    | Intimidating Face    |              | +1 Culture_Under.<br>Specialization: Taking advantage of your intimidating looks.<br>You gain an Innate Social_Force Toolbox.                                                                                                                                                     |                                                                                                                  |
|    | Voice Box            |              | +1 Culture_Under.<br>Specialization: speeches.<br>Increase all of your Aura distances by 2 (Stacks).                                                                                                                                                                              |                                                                                                                  |
|                                                                                    | Social_Insight       | Requirements | Benefits                                                                                                                                                                                                                                                                          |                                                                                                                  |
|  | Babel Fish Plug      |              | +1 Awareness.<br>Specialization: languages.<br>14t: You learn a new non-code language (not lost if you Retro this AUG).                                                                                                                                                           |                                                                                                                  |
|  | Holo Clothes         |              | +1 Awareness.<br>You gain an Innate Social Toolbox of your choice.<br>You can create clothes for yourself at will: they will disappear if your Machine (Meat if you're a Meat Kebab) Endurance is reduced to 0.                                                                   |                                                                                                                  |
|                                                                                    | Motive Sensor        |              | +1 Awareness.<br>Specialization: reading motives.<br>+2 Combat Order.                                                                                                                                                                                                             |                                                                                                                  |
|                                                                                    | Team Player Mod      |              | +1 Awareness.<br>When you Assist, or are Assisted, you grant/receive: +2 to the Roll (normally +1, receive Stacks up to +4).<br><b>Aura 2</b> : All allies gain +1 Hit and End Dmg (Does not Stack).                                                                              |                                                                                                                  |
|                                                                                    | Culture_Upper        | Requirements | Benefits                                                                                                                                                                                                                                                                          | Disadvantages                                                                                                    |
|                                                                                    | Blue Blood           | Not Peon.    | +1 Social_Force.<br>Specialization: high society.<br>+1 Crit Dmg vs those who you know to have Peon Encoding.                                                                                                                                                                     | -1 Meat and Machine Armour against those who you know to have Peon Encoding.                                     |
|                                                                                    | Cull the Weak        |              | +1 Social_Force.<br>+1 Crit Dmg vs targets who have been reduced to 0 Meat or Machine Endurance.                                                                                                                                                                                  | -1 Meat and Machine Armour after you have been reduced to 0 Meat or Machine Endurance.                           |
|  | Legal Encoding       | Not Peon.    | +1 Social_Force.<br>Specialization: law.<br>You are immune to all low/medium level laws (including: killing those with Demon Encoding, stealing from those with Peon Encoding).                                                                                                   | -2 to all Skill, Acquisition and Attack rolls to act against those you suspect, or know, to have Deity Encoding. |
|                                                                                    | Regal Appearance     |              | +1 Social_Force.<br>+1 End Dmg, all Weapons.<br><b>Aura 4</b> : When you deal Attribute Damage to an opponent all allies may immediately move 1 space.                                                                                                                            |                                                                                                                  |



| Culture_Under      | Requirements | Benefits                                                                                                                                                                |
|--------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Back Stab Script   |              | +1 Hardware.<br>+1d6 Hit vs a character's rear or who are flanked by two or more adjacent characters (Stacks up to +2d6).<br>+1 End Dmg. all Weapons.                   |
| Betrayal Maximizer |              | +1 Hardware.<br>You gain +2 to all Skill, Acquisition and Attack Rolls against characters that once trusted you.<br>+1 Crit Dmg against characters that once loved you. |
| Black Market Map   |              | +1 Hardware.<br>Specialization: illegal goods and criminals.<br>+1 to all Acquisition rolls.                                                                            |
| Extra Dakka        |              | +1 Hardware.<br>Once per Combat: all of your Weapons regain 1 Munition.                                                                                                 |



| Culture_Common       | Requirements | Benefits                                                                                                                                                                               | Disadvantages                                                                                                    |
|----------------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| Debt Collar          |              | >> Many in society will overlook/ignore you if your collar is visible.<br>+1 Code_Peon.<br>Gain 5 CHITS when you gain this AUG.                                                        | -2 to all Acquisition rolls.<br>Your head will explode if you disobey your master.<br>5 CHITS to Retro this AUG. |
| Inbuilt Speakers     |              | +1 Code_Peon.<br>Specialization: music.<br>Strong Hit: <b>Sick Beats</b> : Gain +1 to this roll and Recover 3 Meat Endurance as you play loud music (either out loud or in your head). |                                                                                                                  |
| Hardwired Work Ethic |              | +1 Code_Peon.<br>You are Trained in an additional Skill.<br>Gain a Spare Time Point when you gain this AUG.                                                                            | 14t to Retro this AUG.                                                                                           |
| Working Stiff Clasp  | Not Deity.   | +1 Code_Peon.<br>Reduce all Meat Endurance damage against you by 1 (Stacks) to a minimum of 1.                                                                                         |                                                                                                                  |



| Physical_Brute      | Requirements                | Benefits                                                                                                                                                                          | Disadvantages                          |
|---------------------|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| Crushing Grip       |                             | +1 Resolve.<br>Specialization: grabbing stuff (including Impair).<br>Your physical Impair deals 4 Meat General Damage when applied.                                               |                                        |
| Backpack            | Not Meat Kebab or Software. | >> You can store and hide physical items inside your body.<br>+1 Resolve.<br>All Actions allow you to Draw an item.<br>+2 Physical Equipment Slots.<br>+1 Digital Equipment Slot. |                                        |
| Motorized Muscles   |                             | +1 Resolve.<br>Reduce all non-Energy Endurance damage against you by 1 (Stacks) to a minimum of 1.                                                                                |                                        |
| Slow & Steady Gears |                             | +1 Resolve.<br>All Actions allow you to Move 3 spaces (Does not Stack with existing movement).                                                                                    | Reposition allows Move 3 (normally 5). |



| Physical_Finesse  | Requirements | Benefits                                                                                                                                                                                      | Disadvantages                                                      |
|-------------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------|
| Acrobatic Boosts  |              | +1 Medicine.<br>Specialization: acrobatics.<br>Strong Hit: <b>Jump Flip</b> (Once per Action) Move 3 spaces and ignore all Difficult Terrain that you can jump past.<br>You never fall prone. |                                                                    |
| Force Shield      |              | +1 Medicine.<br>Every 2nd Energy Attack made against you in a Combat recharges 1 Munition for one of your Energy Weapons.                                                                     |                                                                    |
| Reaction Boosters |              | +1 Medicine.<br>Enemy Attack Rolls never use more than 5d6 Hit Dice against you in personal Combat.<br>+2 Combat Order.                                                                       | 5d6 Hit Dice Attacks against you gain: Splash +1 (Does not Stack). |
| Stamina Injectors |              | +1 Medicine.<br>Heal 2 Meat Endurance at the start of your Turn.<br>Strong Hit: <b>Stamina Boost</b> : Recover 2 Meat and Machine Endurance.                                                  | -1 Meat and Machine Defence.                                       |



| Physical_Stealth |                    |                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                    |
|------------------|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|
|                  | Requirements       | Benefits                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                    |
|                  | Chameleon Skin     | +1 Code_Demon.<br>You gain an Innate Physical_Stealth Toolbox.<br>Once per session: You may ignore an enemy breaking your Stealthed, but the GM moves you 5 spaces away from all enemies.                                                                                                                                                                                                                 |                                                                                                                                    |
| 📖                | Cool Vanish Script | +1 Code_Demon.<br>Twice per session: When no one is looking at you you may teleport up to 20 spaces (meters) to a location where no one can see you and where you can walk/climb to.                                                                                                                                                                                                                      |                                                                                                                                    |
|                  | Nimble Fingers     | +1 Code_Demon.<br>Specialization: sleight of hand and concealment.<br>Strong Hit: <b>Nimble Fingers</b> (Once per Session, Acquisition Roll) Gain a free Credit or Tech CHITS.                                                                                                                                                                                                                            |                                                                                                                                    |
| 👊                | Shimmer Web        | +1 Code_Demon.<br>You gain an Innate Physical_Stealth Toolbox.<br>Strong Hit: <b>Deadly Strike</b> (Stealthed) A damaged character suffers a <b>Critical Hit</b> with +1 Crit Dmg (Does not Stack).                                                                                                                                                                                                       |                                                                                                                                    |
| Awareness        |                    |                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                    |
|                  | Requirements       | Benefits                                                                                                                                                                                                                                                                                                                                                                                                  | Disadvantages                                                                                                                      |
| 👁️               | 360° Visor         | +1 Physical_Stealth.<br>You can see in a 360° arc<br>You always gain a personal Surprise Round even if nobody is surprised.                                                                                                                                                                                                                                                                               |                                                                                                                                    |
|                  | Multispectral Eye  | +1 Physical_Stealth.<br>Visibility Cover -1, all Weapons.<br>You gain +2 Hit and End Dmg while gaining Visibility Cover vs a target.                                                                                                                                                                                                                                                                      |                                                                                                                                    |
| 🧠                | Sensitive Tuning   | +1 Physical_Stealth.<br>Physical objects do not provide Machine Cover to targets.                                                                                                                                                                                                                                                                                                                         | Disruption Cover grants all enemies +1 Machine Armour against you.                                                                 |
| 👁️               | Targeting HUD      | +1 Physical_Stealth.<br>Lock On (+2 Hit and End Dmg), all Weapons.                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                    |
| Resolve          |                    |                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                    |
|                  | Requirements       | Benefits                                                                                                                                                                                                                                                                                                                                                                                                  | Disadvantages                                                                                                                      |
|                  | Emote Suppressor   | +1 Code_Deity.<br>Reduce all Meat Endurance damage against you by 4 (Stacks) to a minimum of 1 from Attacks that do not cause a <b>Critical Hit</b> on you.                                                                                                                                                                                                                                               | >> You struggle to feel emotions and pain.<br>-2 Social_Insight.                                                                   |
|                  | Fury Inducers      | Not Software.<br>+1 Code_Deity.<br>You gain an Innate Resolve Toolbox.<br>Strong Hit: <b>Fury</b> (Hit) You and your Target suffer 4 Meat Endurance Damage.                                                                                                                                                                                                                                               |                                                                                                                                    |
| 👁️               | Metal Skull        | +1 Code_Deity.<br>+4 (+6 if Meat Kebab or Software) Meat and Machine Endurance (after multiplication).                                                                                                                                                                                                                                                                                                    |                                                                                                                                    |
| 🧠                | Zealot Clamps      | +1 Code_Deity.<br>Specialization: resisting fear and torture.<br>You gain +2 Combat Order, Hit and End Dmg when fighting against a specific kind of character/group.                                                                                                                                                                                                                                      | You suffer -2 Defence and reduce all of your Endurance Healing when fighting against your chosen kind of specific character/group. |
| Driving          |                    |                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                    |
|                  | Requirements       | Benefits                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                    |
|                  | Auto Ctrl Link     | +1 Physical_Finesse.<br>Specialization: vehicles kinds and construction.<br>You can remotely control your vehicles.<br>+1 Meat Defence.                                                                                                                                                                                                                                                                   |                                                                                                                                    |
| 👊                | Dirty Core         | +1 Physical_Finesse.<br>Strong Hit: <b>Vent Core</b> : You create a space of Light Limited Vision (Disruption if you're Software) Cover in a space adjacent to your character and you heal 4 Machine Endurance if it is placed behind you.                                                                                                                                                                |                                                                                                                                    |
| 📖                | Holo Vehicle       | +1 Physical_Finesse.<br>You can summon a solid holographic bike* (Wheeled, Agile, see pg: 99) into a nearby open space and will remain solid while you are within 2 spaces (meters) of it. *You may change this to a new vehicle by making the required Acquisition Rolls to gain a new vehicle.                                                                                                          |                                                                                                                                    |
| 🧠                | Ley Dust Vacuum    | +1 Physical_Finesse.<br>Specialization: jump gates, space vehicles and phenomenon.<br>You can detect Ley Dust (used by Jump Gates).<br>Strong Hit: <b>Reality Flicker</b> : A burst of Ley Dust messes with reality in your area in a GM defined way (power over mind and time). Roll 1d6: 1 = very bad (and attracts the attention of SEC), 2 = kinda bad, 3-4 = neutral, 5 = kinda good, 6 = very good. |                                                                                                                                    |

|                                                                                 | Mechanics    | Requirements                | Benefits                                                                                                                                |
|---------------------------------------------------------------------------------|--------------|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
|  | Complex Form | Not Meat Kebab or Software. | +1 Driving.<br>18t and Workshop: You gain an additional non-Meat Kebab, non-Software Form (Does not Stack, lost if you Retro this AUG). |
|  | Quality AUGs |                             | +1 Driving.<br>+1 Attribute/Durability point.<br>+1 Meat and Machine Defence.                                                           |
|                                                                                 | Tool Fingers |                             | +1 Driving.<br>Specialization: Materials.<br>You may perform 1 free Modification Acquisition Roll per session.                          |
|                                                                                 | Tuning Coils |                             | +1 Driving.<br>Strong Hit: <b>Tweak:</b> This Weapon gains +2 Hit OR Meat/Machine End Dmg until the end of Combat (Stacks)              |

|                                                                                 | Hardware         | Requirements | Benefits                                                                                                                                                                                                                  | Disadvantages                                       |
|---------------------------------------------------------------------------------|------------------|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------|
|                                                                                 | Jump Cables      |              | +1 Mechanics.<br>Specialization: Non-AUG electronics.<br><b>Munitions 1 (Energy):</b> Heal 4 Machine Endurance, or deal 3 General Energy Damage, to an adjacent character.                                                |                                                     |
|                                                                                 | Masterwork AUGs  |              | +1 Mechanics.<br>You may spend 1 Tech CHITS to gain +1 Attribute/Durability point (Stacks up to +4).                                                                                                                      |                                                     |
|  | Projector Sphere |              | +1 Mechanics.<br>Twice per Combat: A Prepare Action creates a space of Light Firewall or Disruption Cover in an adjacent space.                                                                                           | -3 Machine Defence.                                 |
|                                                                                 | Rep Nanite Hive  |              | +1 Mechanics.<br>Strong Hit: <b>Rep Swarm</b> (Healing Roll) Heal +1 Attribute/Durability point on a machine or a character with 4+ AUGs.<br>+2 Hit, Rng and End Dmg vs targets you know to have the same Encoding asyou. | -1 Attribute/Durability point if you're a Scrapper. |

|                                                                                   | Code_Deity        | Requirements | Benefits                                                                                                                                                                                                                                                                                                                                                                                                          | Disadvantages                           |
|-----------------------------------------------------------------------------------|-------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|
|  | Dominion Clamp    |              | +1 Social_Insight.<br>Strong Hit: <b>Rule the Weak</b> (Twice per Combat, Double Strong Hit) <b>Aura 1:</b> Override all non-Nemesis enemies and you suffer 1 General Energy Damage (Stacks) for each one that has Deity Encoding.                                                                                                                                                                                | -2 Machine Defence.<br>-2 Combat Order. |
|                                                                                   | Flawless Code     |              | +1 Social_Insight.<br>All attempts to resist or undo your Code Skills suffer a -4 penalty (Does not Stack).<br>You count as Light Firewall and Physical Cover to all allies (Stacks to become Heavy Machine Cover).                                                                                                                                                                                               |                                         |
|                                                                                   | Meta Social Link  |              | +1 Social_Insight.<br>Specialization: The Stream and social media.<br><b>Aura 2:</b> You and all allies gain Lock On (+2 Hit and End Dmg).                                                                                                                                                                                                                                                                        |                                         |
|                                                                                   | Predictive Matrix | Not Peon.    | +1 Social_Insight.<br>You may spend 1 Data CHITS to predict the future (based on human choices) with a Code_Deity Skill Roll. 12 = 4 likely futures, 14 = 3 likely futures, 16 = 2 likely futures, 18 = the most likely future, 20+ = you may dictate a small part of the likely future.<br>Strong Hit: <b>True Understanding: Aura 8:</b> You permanently gain +1 Hit against all combatants (Stacks up to +10). | -2 Machine Armour against the Makers.   |

|                                                                                    | Code_Demon         | Requirements | Benefits                                                                                                                                                                                                                                                                                                  | Disadvantages                                                     |
|------------------------------------------------------------------------------------|--------------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
|                                                                                    | Edgelord Plug      |              | +1 Social_Subtle.<br>Specialization: Voidnets and memes.<br><b>Aura 2:</b> All enemies suffer -2 Hit and -2 End Dmg (min 1) (Does not Stack).                                                                                                                                                             | -1 Social_Insight.                                                |
|                                                                                    | Honeygot Scripts   |              | +1 Social_Subtle.<br>Strong Hit: <b>Burn – Honeygot</b> (Code Success or Digital Hit) You place a trap within the target device/character, if it is accessed by another character they suffer 3 General Machine Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks). |                                                                   |
|                                                                                    | Robin Hood Implant | Not Deity.   | +1 Social_Subtle.<br>+2 Hit and End Dmg vs those you know to have Deity Encoding.<br>Once per session you may exchange 2 Credit CHITS for 3 Data CHITS.                                                                                                                                                   | You suffer +2 End Dmg from those you know to have Peon Encoding.  |
|    | Thought Siphon     |              | +1 Social_Subtle.<br>Strong Hit: <b>Skim Data</b> (Social/Code Success or Digital Hit): Read the surface digital activities of a device/character.<br>+1 Combat Order.                                                                                                                                    |                                                                   |
|                                                                                    | Code_Peon          | Requirements | Benefits                                                                                                                                                                                                                                                                                                  | Disadvantages                                                     |
|    | Burden Matrix      | Not Demon.   | +1 Culture_Common.<br>Strong Hit: <b>Share Burden:</b> <b>Aura 10:</b> Select an ally not under the effects of Share Burden, all Digital attacks aimed at them during this combat are shifted onto you.                                                                                                   |                                                                   |
|                                                                                    | Grav Hooks         |              | +1 Culture_Common.<br>You can grab (including physical Impair and Skill Rolls) objects at a distance of 5 meters (spaces).<br>+4 Max Rng, all Melee                                                                                                                                                       |                                                                   |
|    | Plasma Fuses       |              | +1 Culture_Common.<br>Your first Digital Weapon Reload during a combat only deals 5 Machine Endurance Damage to you (normally 10).<br><b>Aura 1:</b> When you Reload a Weapon all other characters suffer 3 General Energy Damage.                                                                        |                                                                   |
|                                                                                    | Regicide Pins      |              | +1 Culture_Common.<br><b>Aura 10:</b> When you kill or Override a character with Deity Encoding, all enemies suffer 2 General Digital Damage.<br>When you Override a character, they gain Strong Hit +1 on any Attacks that you make them perform.                                                        | You suffer +2 End Dmg from those you know to have Deity Encoding. |
|                                                                                    | Medicine           | Requirements | Benefits                                                                                                                                                                                                                                                                                                  |                                                                   |
|  | Chem Mixer         |              | +1 Physical_Brute.<br>Specialization: Chemistry.<br>You gain +1d6 Hit against characters suffering from the Strong Hit option <b>Burn</b> .                                                                                                                                                               |                                                                   |
|                                                                                    | Chop Doc Hand      |              | +1 Physical_Brute.<br>Specialization: AUG installation.<br>Strong Hit: <b>Chop Doc</b> (Healing Roll) Heal +1 Attribute/Durability point.                                                                                                                                                                 |                                                                   |
|  | F&F Databank       |              | +1 Physical_Brute.<br>Specialization: Atmosphere, flora and fauna.<br>You gain +1d6 Hit against characters suffering from <b>Impair</b> or the Strong Hit option <b>Inhibit</b> .                                                                                                                         |                                                                   |
|                                                                                    | Regen Spray        |              | +1 Physical_Brute.<br>You may perform Medicine Skill Rolls at a distance of 5 meters (spaces).<br><b>Aura 5:</b> When you heal Meat Endurance another character also heals 4 Meat Endurance.                                                                                                              |                                                                   |

# COMBAT SKILL AUGS

|   | Firearms        | Requirements | Benefits                                                                                                                                     |
|---|-----------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| Y | Aim Bot         |              | +2 Hit and +1 Rng, all Weapons.                                                                                                              |
|   | Calculated Shot |              | +1 Hit, all Weapons.<br>Every 4th Action during a Combat gains: +6 Hit.                                                                      |
|   | Camper Script   |              | Each step of Cover grants you: +1 Hit, Range and End Dmg (Stacks up to +3).                                                                  |
| G | Combat Links    |              | Strong Hit: <b>Combat Link:</b> Your next Attack gains +2 Hit and End Dmg (Stacks).                                                          |
|   | Combo Functions |              | If you do not move or Attack during your Turn you may perform +1 Action during your next Turn (Does not Stack).                              |
|   | Coordinated HUD |              | Strong Hit: <b>Coordinated Strike:</b> An ally gains Strong Hit +1 with their next Attack (Stacks).                                          |
| H | Deflector Field |              | Enemies double their Range Increment penalties against you with non-Splash Weapons.                                                          |
|   | Head Hunter UI  |              | 12t: You gain Crit Location +1 with one of your Weapons (Does not Stack).                                                                    |
|   | Multi-Lock UI   |              | You gain +1 Hit and Defence for each enemy that is Locked On (Stacks up to +4).                                                              |
|   | MVP Function    |              | Once per Combat you may perform 1 free Action during your Turn, and then you suffer -1 Meat and Machine Armour until the end of that Combat. |
|   | Tac HUD         |              | Lock On (+1 Hit, Range and End Dmg), all Weapons.                                                                                            |
|   | Weak Spot HUD   |              | Strong Hit +1 vs characters with 0 Meat and Machine Endurance.                                                                               |

|   | Brawling          | Requirements | Benefits                                                                                                                                     |
|---|-------------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| Y | Ablative Shell    |              | +1 Armour against the first <b>Critical Hit</b> that you receive each Combat.                                                                |
|   | Black Fold Shroud |              | Vs Triple: +1 Meat and Machine Armour.                                                                                                       |
|   | Blast AMPs        |              | Strong Hit: <b>Blast Amp</b> (6+ End Dmg, Double Strong Hit) A damaged character is Suppressed.                                              |
| Y | DPS Bot           |              | +1 Hit and End Dmg, all Weapons.                                                                                                             |
|   | Energised Shell   |              | Reduce all environmental and General Damage against you by 1.<br>Your Prepare Action always Recovers (in addition to your other selections). |
|   | Flicker Field     |              | You may move up to 2 spaces after an Attack is made against you.                                                                             |
| G | HP Booster        |              | Heal 2 Meat and Machine Endurance at the start of each Turn.                                                                                 |
|   | Iron Fist         |              | Hits from your Melee Weapons push all damaged characters back 1d3 spaces (+1 if they're small, -1 if they're large).                         |
|   | Ninja OS          |              | +1 Combat Order.<br>You may move up to 2 spaces after you perform a <b>Critical Hit</b> .                                                    |
|   | Noob Tube Rig     |              | <b>Aura 6:</b> At the start of your Turn a enemy suffers 2 Energy General Damage.                                                            |
|   | Tungsten Shell    |              | Reduce all Endurance damage against you from Energy Weapon by 2 (Stacks) to a minimum of 1.<br>+1 Meat Armour vs Crit Dmg 6+                 |
| H | Vortex Field      |              | Strong Hit: <b>Vortex Field:</b> You gain +1 Meat OR Machine Defence until the end of the Combat (Stacks up to +4).                          |

|   | Teamwork          | Requirements  | Benefits                                                                                                                                                   | Disadvantages                                         |
|---|-------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------|
| H | Aggro Amp         |               | <b>Aura 1:</b> All enemies who start their Turn within this Aura suffer Strong Hit -1 if they're not Attacking you (Does not Stack).                       | -1 Meat and Machine Defence.                          |
|   | Cover Fire Script |               | Strong Hit: <b>Covering Fire:</b> An ally gains Heavy Physical Cover until your next Turn.                                                                 |                                                       |
|   | Data Void         |               | If you do not move during your Turn you gain Light Disruption Cover until your next Turn (this allows you to digitally Stealth while you are not moving).  | -2 Machine Defence.                                   |
| Y | Extra Life Plug   | Not NPC.      | You gain an Innate Resolve Toolbox.<br>You gain +2 Armour against the first Attack each Session that would reduce one of your Attributes to -1 or below.   |                                                       |
|   | Force Bubble      | Not Henchmen. | <b>Aura 1:</b> You and all allies are immune to non-direct Splash Damage.                                                                                  |                                                       |
|   | Tac Bot           |               | +1 Meat and Machine Defence.<br>+2 Combat Order.                                                                                                           |                                                       |
| G | Grind Function    |               | Strong Hit: <b>Grind</b> (Target is Skilled or Nemesis) This Weapon permanently gains +1 Hit or End Dmg (each Stacks up to +4, lost if you lose this AUG). | -1 Hit and End Dmg, all Weapons.                      |
|   | Lock Array        |               | <b>Aura 10:</b> You and all allies gain Lock On (+1 Hit and End Dmg).                                                                                      |                                                       |
|   | Ping System       |               | Strong Hit: <b>Ping:</b> <b>Aura 10:</b> An enemy or ally gains +/- 1d6 Defence until the start of your next Turn (Does not Stack).                        |                                                       |
|   | Refractor Shroud  |               | +2 Meat and Machine Armour.                                                                                                                                | Vs Double: -2 Armour.<br>-1 Meat and Machine Defence. |
|   | Smurf Protocols   |               | +1 Crit Dmg vs Companions and Henchmen, all Weapons.                                                                                                       |                                                       |
|   | Spark Firewall    |               | <b>Aura 10:</b> Enemies who harm you while you're gaining digital Cover suffers 3 Digital General Damage                                                   |                                                       |

# WEAPONS

|   | Firearms             | Hit Dice                                                                                                                                                              | Hit | Range | End Dmg | Crit Dmg | Weapon Type | Kind | Acquire | Power |
|---|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|-------------|------|---------|-------|
|   | Pistol               | 3d6                                                                                                                                                                   | +1  | 3     | 3       | 3*       | Strike.     |      | 8t      | 1     |
|   |                      | Small, 1 Handed, *+1 Crit Dmg during 'Surprise Rounds' or while 'Stealthed' (Does not Stack), Max Range: 30.                                                          |     |       |         |          |             |      |         |       |
|   | Submachine Gun (SMG) | 4d6                                                                                                                                                                   | +0  | 3     | 4       | 3        | Strike.     |      | 12t     | 2     |
|   |                      | Small, 1 Handed, Munition Boost (+1d6 Hit), Max Range: 30.                                                                                                            |     |       |         |          |             |      |         |       |
| 👊 | Shotgun              | 3d6                                                                                                                                                                   | +2  | 2*    | 5       | 3        | Strike.     |      | 10t     | 2     |
|   |                      | *1st Range Increment: Strong Hit (5-6), Max Range: 30.                                                                                                                |     |       |         |          |             |      |         |       |
| 👊 | Rifle                | 2d6                                                                                                                                                                   | +2  | 6     | 3       | 4        | Strike.     |      | 12t     | 2*    |
|   |                      | Strong Hit (5-6), *+1 Power for Henchmen and Troop NPCs.                                                                                                              |     |       |         |          |             |      |         |       |
| 📖 | Assault Rifle (AR)   | 4d6                                                                                                                                                                   | +0  | 4     | 4       | 4        | Strike.     |      | 13t     | 2     |
| 📖 | Blaster              | 2d6                                                                                                                                                                   | +5  | 4     | 6       | 4        | Strike.     |      | 12t     | 2     |
|   | Cannon               | 3d6                                                                                                                                                                   | -1  | 4     | 6       | 5        | Strike.     |      | 14t     | 4*    |
|   |                      | Large, Splash 1, Cost 1 Munition, Pierce 1, *+1 Power for Henchmen and Troop NPCs.                                                                                    |     |       |         |          |             |      |         |       |
|   | Machine Gun (MG)     | 3d6*                                                                                                                                                                  | -2  | 2     | 5       | 4        | Strike.     |      | 14t     | 3     |
|   |                      | Large, Munition Boost (+2d6 Hit), *Attacks are always applied to the first non-adjacent intervening character (as if triples were rolled) in addition to your target. |     |       |         |          |             |      |         |       |

|   | Brawling                 | Hit Dice                                                                                                                       | Hit | Range | End Dmg | Crit Dmg | Weapon Type | Kind | Acquire | Power |
|---|--------------------------|--------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|-------------|------|---------|-------|
| 📖 | Close Combat             | 3d6                                                                                                                            | +2  | 1     | 4       | 3        | Melee.      |      | 8t      | 0     |
|   |                          | 1 Handed, Max Range: 1, Invisible Attack.                                                                                      |     |       |         |          |             |      |         |       |
|   | Thrown                   | 3d6                                                                                                                            | +2  | 1*    | 2       | 3        | Melee.      |      | 10t     | 0     |
|   |                          | 1 Handed, Max Range: 1*, Invisible Attack, *Four Times per Combat: +2 Range and Max Range: 12                                  |     |       |         |          |             |      |         |       |
|   | Combo - Bayonet          | 3d6                                                                                                                            | +1  | 1     | 3       | 3        | Melee.      |      | 12t     | 0     |
|   |                          | Mounted, Max Range: 1.                                                                                                         |     |       |         |          |             |      |         |       |
| 👊 | Grenade                  | 3d6                                                                                                                            | +0  | 2     | 5       | 5        | Strike.     |      | 10t     | 2     |
|   |                          | Small, 1 Handed, Splash 1, Cover -2, Max Range: 15, Cost 1 Munition, May not Reload, 2 Uses if NPC, Must Draw before each use. |     |       |         |          |             |      |         |       |
| 👊 | Combo - Grenade Launcher | 3d6                                                                                                                            | -1  | 4     | 5       | 5        | Strike.     |      | 12t     | 2     |
|   |                          | Mounted, Splash 1, Cover -1, Max Range: 25, Cost 1 Munition, May not Reload, 2 Uses if NPC.                                    |     |       |         |          |             |      |         |       |

|   | Teamwork              | Hit Dice                                                                                                                                                                                                                                                                                                   | Hit | Range | End Dmg | Crit Dmg | Weapon Type                  | Kind | Acquire | Power |
|---|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|------------------------------|------|---------|-------|
| 📖 | Assistant             | 2d6                                                                                                                                                                                                                                                                                                        | +2  | 4     | 4       | 4        | Companion.                   |      | 13t     | 2     |
|   |                       | Defence: 14, Armour: 3, Durability: 2, Bodies: 1, Move: 5.                                                                                                                                                                                                                                                 |     |       |         |          |                              |      |         |       |
| 📖 | Squad                 | 2d6                                                                                                                                                                                                                                                                                                        | -1  | 3     | 3       | 4        | Companion.                   |      | 14t     | 3     |
|   |                       | Defence: 12, Armour: 3, Durability: 1, Bodies: 3, Move: 4.                                                                                                                                                                                                                                                 |     |       |         |          |                              |      |         |       |
| 📖 | Fire Support          | 1d6*                                                                                                                                                                                                                                                                                                       | +0  | 10    | 4       | 4        | Strike.                      |      | 10t     | 1     |
|   |                       | Innate, Splash 2, Lock On (+1d6 Hit), *Must have access to a suitable weapon outside the battle map (ie: allies, etc...).                                                                                                                                                                                  |     |       |         |          |                              |      |         |       |
|   | Combo - Alt Fire Mode | 3d6                                                                                                                                                                                                                                                                                                        | +0  | 4     | 4       | 4        | Strike.                      |      | 12t     | 1     |
|   |                       | Mounted, Cost 1 Munition, When this or the Mounted Weapon Reloads the other regains 1 Munition (if it is allowed to Reload).                                                                                                                                                                               |     |       |         |          |                              |      |         |       |
| 📖 | Trap                  | 4d6                                                                                                                                                                                                                                                                                                        | +0* | 2     | 6       | 5        | Select One: Strike or Melee. |      | 12t     | 1     |
|   |                       | Splash 2, Max Range: 2, Cost 1 Munition, May not Reload, *Never add Attribute, 2 Uses if NPC, Place in an adjacent space and all: 'Attack Rolls, damage and effects' are delayed until 'you activate them (remote switch), a set event (ie: trip wire over 2 spaces) or time (ie: end of your next Turn)'. |     |       |         |          |                              |      |         |       |

## EXAMPLE PRE-MADE Weapons

|   | Weapon            | Hit Dice                                                                                                                                                | Hit | Range | End Dmg | Crit Dmg | Weapon Type          | Kind     | Acquire | Power |
|---|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|----------------------|----------|---------|-------|
|   | Hacker Deck (SMG) | 4d6                                                                                                                                                     | +0  | 5     | 4       | 3        | Strike, Long Con.    | Digital  | 12t     | 2     |
|   |                   | Small, 1 Handed, Munition Boost (+1d6 Hit), Max Range: 30, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks). |     |       |         |          |                      |          |         |       |
| 👊 | Sawn Off Shotgun  | 3d6                                                                                                                                                     | +2  | 1*    | 4       | 3        | Strike, Metal Slugs. | Physical | 8t      | 2     |
|   |                   | *1st Range Increment: Strong Hit (5-6), Max Range: 30, Munition Boost (+1d6 Hit), Reload +1, May Reload +1 time (normally 3).                           |     |       |         |          |                      |          |         |       |
| 📖 | Ion Blaster       | 2d6                                                                                                                                                     | +4  | 4     | 5       | 4        | Strike, Ion.         | Energy   | 12t     | 2     |
|   |                   | Munition Boost (+1d6 Hit)                                                                                                                               |     |       |         |          |                      |          |         |       |

# STRIKE Variations (Select 1)

| Variations          | Hit Dice   | Hit | Range                                                                                                                                                                       | End Dmg | Crit Dmg | Weapon Type | Kind     | Acquire | Power |
|---------------------|------------|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|----------|-------------|----------|---------|-------|
| Metal Slugs         |            |     | -1                                                                                                                                                                          | -1      |          |             | Physical | -2t     | +0    |
|                     |            |     | Munition Boost (+1d6 Hit), Reload +1, May Reload +1 time (normally 3).                                                                                                      |         |          |             |          |         |       |
| Arc-Fire Bolts      |            |     |                                                                                                                                                                             | -1*     |          |             | Physical | +0t     | +0    |
|                     |            |     | Pierce 1, *End Dmg from this Weapons deals damage to both Meat and Machine Endurance (as if it were Energy).                                                                |         |          |             |          |         |       |
| Monomolecular Coils |            | +1  |                                                                                                                                                                             | -1      |          |             | Physical | +1t     | +0    |
|                     |            |     | Strong Hit: <b>Puncture</b> (Once per Attack) All damaged characters suffer a <b>Critical Hit</b> that deals at least 1 damage no matter their Armour.                      |         |          |             |          |         |       |
| Rockets             |            |     | +1                                                                                                                                                                          |         |          |             | Physical | +2t     | +0    |
|                     |            |     | Splash +1, Lock On (Cover -1, Splash -1).                                                                                                                                   |         |          |             |          |         |       |
| Acid                |            |     | -1                                                                                                                                                                          |         |          |             | Physical | +0t     | +1    |
|                     |            |     | Strong Hit: <b>Burn - Acid</b> : All damaged characters suffer 4 General Physical Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks). |         |          |             |          |         |       |
| Gauss               | +1d6       |     |                                                                                                                                                                             | +1      |          |             | Physical | +2t     | +1    |
|                     | Reload +1. |     |                                                                                                                                                                             |         |          |             |          |         |       |
| Rail                |            | +1  | +1                                                                                                                                                                          | +1      |          |             | Physical | +3t     | +1    |
|                     |            |     | *Reloading grants your next Attack: +1 Crit Dmg (Does not Stack).                                                                                                           |         |          |             |          |         |       |
| Antimatter          |            | +2  | +1                                                                                                                                                                          | +2      |          |             | Physical | +4t     | +2    |
| Particle            |            |     | -1                                                                                                                                                                          |         |          |             | Energy   | -2t     | +0    |
|                     |            |     | Strong Hit: <b>EM Field</b> : Your current space becomes Light Disruption Cover until the end of the Combat (Stacks).                                                       |         |          |             |          |         |       |
| Shock Pulse         |            | -1  |                                                                                                                                                                             | -1      |          |             | Energy   | -1t     | +0    |
|                     |            |     | Stun, Munition Boost (Splash +1).                                                                                                                                           |         |          |             |          |         |       |
| Ion                 |            | -1  |                                                                                                                                                                             | -1      |          |             | Energy   | +0t     | +0    |
|                     |            |     | Munition Boost (+1d6 Hit)                                                                                                                                                   |         |          |             |          |         |       |
| Napalm              |            |     | -1                                                                                                                                                                          | -1      |          |             | Energy   | +1      | +0    |
|                     |            |     | Strong Hit: <b>Burn - Napalm</b> : All damaged characters suffer 3 General Energy Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks). |         |          |             |          |         |       |
| Laser               |            | -1  | -1                                                                                                                                                                          | -2      |          |             | Energy   | +2t     | +1    |
|                     |            |     | All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                                |         |          |             |          |         |       |
|                     |            |     | Strong Hit: <b>Puncture</b> (Once per Attack) All damaged characters suffer a <b>Critical Hit</b> that deals at least 1 damage no matter their Armour.                      |         |          |             |          |         |       |
| Phase Beam          |            | -1  | -1*                                                                                                                                                                         | -1*     |          |             | Energy   | +2t     | +1    |
|                     |            |     | *Sighted Shot grants +3 to your End Dmg rather than +3 Range.                                                                                                               |         |          |             |          |         |       |
| Plasma Bolt         |            |     | -1                                                                                                                                                                          | +2      |          |             | Energy   | +4t     | +2    |
|                     |            |     | Strong Hit +1, May only make 1 Attack per Turn, *+1 Resource cost for Henchmen and Troop NPCs.                                                                              |         |          |             |          |         |       |
| Blackjack           |            | +2  | -1                                                                                                                                                                          |         |          |             | Digital  | +0t     | +0    |
|                     |            |     | Stun, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                          |         |          |             |          |         |       |
| Long Con            |            |     | +2                                                                                                                                                                          |         |          |             | Digital  | +0      | +0    |
|                     |            |     | All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                                |         |          |             |          |         |       |
| Shiv                |            | -1  |                                                                                                                                                                             | -1      |          |             | Digital  | +1t     | +0    |
|                     |            |     | Munition Boost (+1d6 Hit).                                                                                                                                                  |         |          |             |          |         |       |
| Informant           |            |     |                                                                                                                                                                             | -1      |          |             | Digital  | +0t     | +1    |
|                     |            |     | All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                                |         |          |             |          |         |       |
|                     |            |     | Strong Hit: <b>Inhibit</b> : All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks).              |         |          |             |          |         |       |
| Worm                |            |     | -1                                                                                                                                                                          |         |          |             | Digital  | +1t     | +1    |
|                     |            |     | Strong Hit: <b>Burn - Worm</b> : All damaged characters suffer 4 General Digital Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks).  |         |          |             |          |         |       |
| Lock Pick           |            |     |                                                                                                                                                                             | -2      |          |             | Digital  | +2t     | +1    |
|                     |            |     | Strong Hit: <b>Puncture</b> (Once per Attack) All damaged characters suffer a <b>Critical Hit</b> that deals at least 1 damage no matter their Armour.                      |         |          |             |          |         |       |
| Knuckle Duster      |            | +2  |                                                                                                                                                                             | +1      |          |             | Digital  | +4t     | +2    |
|                     |            |     | Splash +1, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                     |         |          |             |          |         |       |

## STRIKE Modifications (May Select any Amount)

|                                                                                  | Modifications                                                                                                                                           | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Weapon Type | Kind | Acquire | Power |
|----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|-------------|------|---------|-------|
|  | Personalised                                                                                                                                            |          | +1  |       |         |          |             |      | 10t     | +0    |
|                                                                                  | Familiar                                                                                                                                                |          |     |       | +1      |          |             |      | 2x 10t  | +0    |
|                                                                                  | Well Maintained                                                                                                                                         |          | +1  | +1    | +1      |          |             |      | 18t     | +1    |
|                                                                                  | Masterwork / Ancient Tech                                                                                                                               |          | +1  | +1    | +1      | +1       |             |      | 26t     | +2    |
|                                                                                  | Adv Scope                                                                                                                                               |          | -1  |       |         |          |             |      | 12t     | +0    |
|                                                                                  | Take Aim: Half Range Increment penalties (Does not Stack).                                                                                              |          |     |       |         |          |             |      |         |       |
|                                                                                  | Targeting Array                                                                                                                                         |          |     |       |         |          |             |      | 12t     | +1    |
|                                                                                  | Lock On (+2 Hit and End Dmg).                                                                                                                           |          |     |       |         |          |             |      |         |       |
|                                                                                  | Adv Targeting Array                                                                                                                                     |          |     |       |         |          |             |      | 16t     | +1    |
|                                                                                  | Lock On (Crit Loc +/-1).                                                                                                                                |          |     |       |         |          |             |      |         |       |
|                                                                                  | Suppressor                                                                                                                                              |          |     | -1    | -1      |          |             |      | 14t     | +0    |
|                                                                                  | Invisible Attack.                                                                                                                                       |          |     |       |         |          |             |      |         |       |
|  | Dual Wield                                                                                                                                              | +1d6     |     |       | +1      |          |             |      | 12t*    | +1    |
|                                                                                  | Optional, Hands x2, Slots +1, *Small Weapons only.                                                                                                      |          |     |       |         |          |             |      |         |       |
|  | Dual Wield, Mixed                                                                                                                                       |          |     |       | +1      |          |             |      | 2x 12t  | +1    |
|                                                                                  | Optional, Hands x2, Slots +1, You may select a 2nd different Strike Variation (+Crit Dmg from these Variations do not Stack), *Small Weapons only.      |          |     |       |         |          |             |      |         |       |
|  | VR Script                                                                                                                                               |          |     |       |         |          |             | *    | 12      | +0    |
|                                                                                  | *This non-Digital Weapon may work in VR (and deals damage as if it were Digital in VR: ie: Hti vs Machine Stance, Critical Hit location 1d3+3, etc...). |          |     |       |         |          |             |      |         |       |
|                                                                                  | Emplacement                                                                                                                                             |          | -1  |       | +1      | +1       |             |      | 12t     | +1    |
|                                                                                  | Slots +4, Set Up (4 Prep Actions, this Weapon may not be moved while active).                                                                           |          |     |       |         |          |             |      |         |       |
|  | Accessible                                                                                                                                              |          | -1  |       | -1      |          |             |      | 16t     | +0    |
|                                                                                  | Select One: 'Natural, Draw -1 or Hands -2'. May not Dual Wield (for balance reasons).                                                                   |          |     |       |         |          |             |      |         |       |



## MELEE Variations (Select 1)

| Variations                                                                                     | Hit Dice | Hit                                                                                                                                                                                                                                                            | Range | End Dmg | Crit Dmg | Weapon Type | Kind     | Acquire | Power |
|------------------------------------------------------------------------------------------------|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|---------|----------|-------------|----------|---------|-------|
|  Metal          |          | +1                                                                                                                                                                                                                                                             |       |         | *        |             | Physical | -2t     | +0    |
|                                                                                                |          | Build Momentum. *+1 Crit Dmg vs characters with 0 Endurance.                                                                                                                                                                                                   |       |         |          |             |          |         |       |
| Arc-Fire Blade                                                                                 |          | -1                                                                                                                                                                                                                                                             |       | -1*     | +1       |             | Physical | +3t     | +1    |
|                                                                                                |          | Build Momentum. *End Dmg from this Weapons deals damage to both Meat and Machine Endurance (as if it were Energy).                                                                                                                                             |       |         |          |             |          |         |       |
| Monomolecular                                                                                  |          |                                                                                                                                                                                                                                                                |       | -2      |          |             | Physical | +6t     | +1    |
|                                                                                                |          | Build Momentum. Physical Cover -1.<br>Strong Hit: <b>Puncture</b> (Once per Attack) All damaged characters suffer a <b>Critical Hit</b> that deals at least 1 damage no matter their Armour.                                                                   |       |         |          |             |          |         |       |
| Shock Stick                                                                                    |          | +2                                                                                                                                                                                                                                                             |       | -1      |          |             | Energy   | -1t     | +1    |
|                                                                                                |          | Stun, Munition Boost (bnoock all damaged characters with less than 4 Body back 1 space).                                                                                                                                                                       |       |         |          |             |          |         |       |
| Blackjack                                                                                      |          | +1                                                                                                                                                                                                                                                             |       |         |          |             | Digital  | +0t     | +0    |
|                                                                                                |          | Stun, All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                                                                                                             |       |         |          |             |          |         |       |
| Shiv                                                                                           |          | -1                                                                                                                                                                                                                                                             |       | -1      |          |             | Digital  | +2t     | +0    |
|                                                                                                |          | Max Range +1, Munition Boost (+1d6 Hit).                                                                                                                                                                                                                       |       |         |          |             |          |         |       |
| Informant                                                                                      |          |                                                                                                                                                                                                                                                                |       | -1      |          |             | Digital  | +0t     | +1    |
|                                                                                                |          | All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).<br>Strong Hit: <b>Inhibit</b> : All damaged characters suffer -1 on all Attribute bonuses (as if damaged) until an appropriate Skill Roll of 12 is made (Stacks). |       |         |          |             |          |         |       |
| Worm                                                                                           |          | -1                                                                                                                                                                                                                                                             |       |         |          |             | Digital  | +0t     | +1    |
|                                                                                                |          | Strong Hit: <b>Burn - Worm</b> : All damaged characters suffer 4 General Digital Damage at the start of their Turn until an appropriate Skill Roll of 12 is made (Stacks).                                                                                     |       |         |          |             |          |         |       |
| Lock Pick                                                                                      |          |                                                                                                                                                                                                                                                                |       | -2      |          |             | Digital  | +2t     | +1    |
|                                                                                                |          | Strong Hit: <b>Puncture</b> (Once per Attack) All damaged characters suffer a <b>Critical Hit</b> that deals at least 1 damage no matter their Armour.                                                                                                         |       |         |          |             |          |         |       |
|  Knuckle Duster |          | +2                                                                                                                                                                                                                                                             |       | +2      | +1       |             | Digital  | +4t     | +2    |
|                                                                                                |          | All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).                                                                                                                                                                   |       |         |          |             |          |         |       |

## MELEE Modifications (May Select any Amount)

| Modifications                                                                                  | Hit Dice | Hit                                                                                                                                                     | Range | End Dmg | Crit Dmg | Weapon Type | Kind | Acquire | Power |
|------------------------------------------------------------------------------------------------|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-------|---------|----------|-------------|------|---------|-------|
|  Personalised |          | +1                                                                                                                                                      |       |         |          |             |      | 10t     | +0    |
| Familiar                                                                                       |          |                                                                                                                                                         |       | +1      |          |             |      | 2x 10t  | +0    |
| Well Maintained                                                                                |          | +1                                                                                                                                                      |       | +1      |          |             |      | 18t     | +1    |
| Martial Artist                                                                                 |          | +2                                                                                                                                                      |       |         | +1       |             |      | 3x 14t  | +2    |
| Masterwork / Ancient Tech                                                                      |          | +1                                                                                                                                                      |       | +1      | +1       |             |      | 26t     | +2    |
| Long                                                                                           |          |                                                                                                                                                         |       | -1      |          |             |      | Free    | +0    |
|                                                                                                |          | Max Range +1.                                                                                                                                           |       |         |          |             |      |         |       |
| Heavy                                                                                          |          | -1                                                                                                                                                      |       |         |          |             |      | 12t     | +0    |
|                                                                                                |          | Sighted Shot: +3 End Dmg.                                                                                                                               |       |         |          |             |      |         |       |
| Targeting Script                                                                               |          |                                                                                                                                                         |       |         |          |             |      | 12t     | +1    |
|                                                                                                |          | Lock On (+1d6 Hit).                                                                                                                                     |       |         |          |             |      |         |       |
| Adv Targeting Array                                                                            |          |                                                                                                                                                         |       |         |          |             |      | 16t     | +1    |
|                                                                                                |          | Lock On (Crit Loc +/-1).                                                                                                                                |       |         |          |             |      |         |       |
|  Dual Wield   |          | +1d6                                                                                                                                                    |       | +1      |          |             |      | 12t     | +1    |
|                                                                                                |          | Optional, Hands x2, Slots +1.                                                                                                                           |       |         |          |             |      |         |       |
|  VR Script    |          |                                                                                                                                                         |       |         |          |             | *    | 12      | +0    |
|                                                                                                |          | *This non-Digital Weapon may work in VR (and deals damage as if it were Digital in VR: ie: Hti vs Machine Stance, Critical Hit location 1d3+3, etc...). |       |         |          |             |      |         |       |
|  Accessible   |          | -1                                                                                                                                                      |       | -1      |          |             |      | 16t     | +0    |
|                                                                                                |          | Select One: 'Natural, Draw -1 or Hands -2'. May not Dual Wield (for balance reasons).                                                                   |       |         |          |             |      |         |       |

## COMPANION Variations (Select 1)

| Variations                                                                                                                                                                                                                                                                | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Weapon Type | Kind    | Acquire | Power |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----|-------|---------|----------|-------------|---------|---------|-------|
|  Turret                                                                                                                                                                                   |          | -2  | -1    | -2      |          | Strike      |         | -2t     | -1    |
| Defence: -6, Move: -. Set Up (2 Prep Actions, 2 Slots to carry this item while not active), Lock On (+4 Hit and End Dmg), May not Carry items.                                                                                                                            |          |     |       |         |          |             |         |         |       |
| Melee                                                                                                                                                                                                                                                                     |          | +1  |       |         | -1       | Melee       |         | +0t     | -1    |
| Max Range 1, Build Momentum.                                                                                                                                                                                                                                              |          |     |       |         |          |             |         |         |       |
|  Soldier                                                                                                                                                                                  |          |     |       | +1      |          | Strike      |         | +0t     | +0    |
| Hologram - Decoy                                                                                                                                                                                                                                                          |          | +1  |       |         | -1       |             | Digital | +2t     | +0    |
| All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).<br>Strong Hit: <b>Decoy</b> : All damaged characters have an increased desire to Attack you and suffer Strong Hit -1 on their next Attack if it is not against you (Stacks). |          |     |       |         |          |             |         |         |       |
|  Hologram - Shield                                                                                                                                                                        |          | +1  |       |         | -1       |             | Digital | +2t     | +0    |
| All damaged characters are Locked On until an appropriate Skill Roll of 12 is made (Stacks).<br>Strong Hit: <b>Ward - Hologram</b> : You or your Controller gains +1 Armour against the next Attack that hits either of you before your next Turn (Stacks).               |          |     |       |         |          |             |         |         |       |

## COMPANION Mods (May Select any Amount)

| Modifications                      | Hit Dice | Hit | Range | End Dmg | Crit Dmg | Weapon Type | Kind | Acquire | Power |
|------------------------------------|----------|-----|-------|---------|----------|-------------|------|---------|-------|
| Agile                              |          |     |       |         |          |             |      | 14t     | +1    |
| Defence: +2, Move: +2.             |          |     |       |         |          |             |      |         |       |
| Brute                              |          |     |       |         |          |             |      | 14t     | +1    |
| Defence: -1, Armour: +1, Move: -1. |          |     |       |         |          |             |      |         |       |



## MEAT STANCES (Select 1)

| Meat_Stances                                                                                                                                                                                                                                         | Combat Order | Defence   | Endurance | Armour | Stance Type | Kind      | Acquire | Power |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-----------|-----------|--------|-------------|-----------|---------|-------|
|  Avoidance                                                                                                                                                            | 1 +Mind      | 14 +Limbs | 3 xBody   | 1*     | Meat.       | Phy. Ener | 12t     | 0     |
| *Twice per Combat: +2 (+3 if in environmental Cover) Armour vs an Attack (Stacks).                                                                                                                                                                   |              |           |           |        |             |           |         |       |
|  Block                                                                                                                                                                | 0 +Mind      | 11 +Limbs | 4 xBody   | 1d6*   | Meat.       | Phy. Ener | 12t     | 0     |
| *If your Armour blocks all Attribute damage from a Critical Hit: You may Recover 3 Meat Endurance and move 2 spaces.                                                                                                                                 |              |           |           |        |             |           |         |       |
|  Endure                                                                                                                                                               | 0 +Mind      | 9 +Limbs  | 6 xBody   | 3      | Meat.       | Phy. Ener | 12t     | 0     |
| While you have Meat Endurance: once (twice if you're an Nemesis NPC) before your next Turn you may redirect 1 non-Digital Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected). |              |           |           |        |             |           |         |       |

## MEAT STANCE Variations (Select 1)

| Variations                                                                                                           | Combat Order | Defence | Endurance | Armour | Outfit Type | Kind | Acquire | Power |
|----------------------------------------------------------------------------------------------------------------------|--------------|---------|-----------|--------|-------------|------|---------|-------|
|  Practical                            | +1           | +1      |           |        |             |      | +0t     | +0    |
| +2 Physical Equipment Slots.                                                                                         |              |         |           |        |             |      |         |       |
|  Utility                              |              | -1      | +1        |        |             |      | +1t     | +0    |
| Gain an Innate Toolbox for a non-Code Skill.                                                                         |              |         |           |        |             |      |         |       |
|  Environmental                        |              |         | +1        |        |             |      | +2t     | +0    |
| You may function in 2 specific non-Space hostile environments (ie: radiation, airless, mountains, arctic, etc...).   |              |         |           |        |             |      |         |       |
|  Military                             | -1           | -2      |           | +1*    |             |      | +2t     | +1    |
| -1 Physical and Digital Equipment Slots. *Block Stance does not grant you a Recovery. -1 Max Power if you're an NPC. |              |         |           |        |             |      |         |       |

## MEAT STANCE Mods (May Select any Amount)

| Modifications                                | Combat Order | Defence | Endurance | Armour | Outfit Type | Kind | Acquire | Power |
|----------------------------------------------|--------------|---------|-----------|--------|-------------|------|---------|-------|
| Comfortable                                  |              | +1      |           |        |             |      | 10t     | +0    |
| Sectional                                    |              | -1      |           |        |             |      | 12t     | +0    |
| One of your Meat Attributes gains +1 Armour. |              |         |           |        |             |      |         |       |
| Shielded                                     | -1           |         | +1        |        |             |      | 14t     | +1    |

## EXAMPLE PRE-MADE Meat Stances

| Meat Stance                                                                                                                                                                                                                                                                                   | Combat Order | Defence   | Endurance | Armour | Outfit Type      | Kind      | Acquire | Power |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-----------|-----------|--------|------------------|-----------|---------|-------|
|  Dodge & Weave (Avoidance)                                                                                                                                                                                   | 2 +Mind      | 15 +Limbs | 3 xBody   | 1*     | Meat, Practical. | Phy. Ener | 12t     | 0     |
| *Twice per Combat: +2 (+3 if in environmental Cover) Armour vs an Attack (Stacks), +2 Physical Equipment Slots.                                                                                                                                                                               |              |           |           |        |                  |           |         |       |
|  Deflector Field (Block)                                                                                                                                                                                     | 0 +Mind      | 10 +Limbs | 5 xBody   | 1d6*   | Meat, Utility.   | Phy. Ener | 13t     | 0     |
| *If your Armour blocks all Attribute damage from a Critical Hit: You may Recover 3 Meat Endurance and move 2 spaces.                                                                                                                                                                          |              |           |           |        |                  |           |         |       |
| Gain an Innate Toolbox for Code_Deity.                                                                                                                                                                                                                                                        |              |           |           |        |                  |           |         |       |
|  Combat Plates (Endure)                                                                                                                                                                                      | -1 +Mind     | 7 +Limbs  | 6 xBody   | 4      | Meat, Military.  | Phy. Ener | 14t     | 1     |
| While you have Meat Endurance: once (twice if you're an Nemesis NPC) before your next Turn you may redirect 1 non-Digital Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected). -1 Physical and Digital Equipment Slots. |              |           |           |        |                  |           |         |       |

## MACHINE STANCES (Select 1)

| Machine Stances                                                                                                                                                                                                                                     | Combat Order | Defence | Endurance | Armour | Stance Type | Kind       | Acquire | Power |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|---------|-----------|--------|-------------|------------|---------|-------|
|  Avoidance                                                                                                                                                          | 1 +Edge      | 14 +Net | 3 xData   | 1      | Machine.    | Ener, Digi | 12t     | 0     |
| *Twice per Combat: +2 (+3 if in environmental Cover) Armour vs an Attack (Stacks).                                                                                                                                                                  |              |         |           |        |             |            |         |       |
|  Block                                                                                                                                                              | 0 +Edge      | 11 +Net | 4 xData   | 1d6*   | Machine.    | Ener, Digi | 12t     | 0     |
| *If your Armour blocks all Attribute damage from a Critical Hit: You may Recover 3 Machine Endurance and move 2 spaces.                                                                                                                             |              |         |           |        |             |            |         |       |
|  Endure                                                                                                                                                             | 0 +Edge      | 9 +Net  | 6 xData   | 3      | Machine.    | Ener, Digi | 12t     | 0     |
| While you have Machine Endurance: once (twice if you're an Nemesis NPC) before your next Turn you may redirect 1 Digital Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected). |              |         |           |        |             |            |         |       |

## MACHINE STANCE Variations (Select 1)

| Variations                                                                                                           | Combat Order | Defence | Endurance | Armour | Outfit Type | Kind | Acquire | Power |
|----------------------------------------------------------------------------------------------------------------------|--------------|---------|-----------|--------|-------------|------|---------|-------|
|  Practical                           | +1           | +1      |           |        |             |      | +0t     | +0    |
| +2 Digital Equipment Slots.                                                                                          |              |         |           |        |             |      |         |       |
|  Utility                             |              | -1      | +1        |        |             |      | +1t     | +0    |
| Gain an Innate Toolbox for a Code Skill.                                                                             |              |         |           |        |             |      |         |       |
|  Hack Link                           | -1           |         | +1        |        |             |      | +2t     | +0    |
| Strong Hit: <b>Hack Link:</b> You may perform a Code Skill Roll.                                                     |              |         |           |        |             |      |         |       |
|  Military                            | -1           | -2      |           | +1*    |             |      | +2t     | +1    |
| -1 Physical and Digital Equipment Slots. *Block Stance does not grant you a Recovery. -1 Max Power if you're an NPC. |              |         |           |        |             |      |         |       |

## MACHINE STANCE Mods (May Select any Amount)

| Modifications                                | Combat Order | Defence | Endurance | Armour | Outfit Type | Kind | Acquire | Power |
|----------------------------------------------|--------------|---------|-----------|--------|-------------|------|---------|-------|
| Comfortable                                  |              | +1      |           |        |             |      | 10t     | +0    |
| Sectional                                    |              | -1      |           |        |             |      | 12t     | +0    |
| One of your Meat Attributes gains +1 Armour. |              |         |           |        |             |      |         |       |
| Shielded                                     | -1           |         | +1        |        |             |      | 14t     | +1    |

## EXAMPLE PRE-MADE Machine Stances

| Machine Stance                                                                                                                                                                                                                                                                  | Combat Order | Defence | Endurance | Armour | Outfit Type         | Kind       | Acquire | Power |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|---------|-----------|--------|---------------------|------------|---------|-------|
|  Shadow OS (Avoidance)                                                                                                                                                                        | 0 +Edge      | 14 +Net | 3 xData   | 1      | Machine, Hack Link. | Ener, Digi | 14t     | 0     |
| *Twice per Combat: +2 (+3 if in environmental Cover) Armour vs an Attack (Stacks).                                                                                                                                                                                              |              |         |           |        |                     |            |         |       |
| Strong Hit: <b>Hack Link:</b> You may perform a Code Skill Roll.                                                                                                                                                                                                                |              |         |           |        |                     |            |         |       |
|  Smackdown Firewall (Block)                                                                                                                                                                   | -1 +Edge     | 9 +Net  | 3 xData   | 1d6+1* | Machine, Military.  | Ener, Digi | 14t     | 1     |
| *If your Armour blocks all Attribute damage from a Critical Hit: You may Remove 2 spaces. -1 Physical and Digital Equipment Slots.                                                                                                                                              |              |         |           |        |                     |            |         |       |
|  Stonewall™ Core (Endure)                                                                                                                                                                     | 1 +Edge      | 10 +Net | 5 xData   | 3      | Machine, Practical. | Ener, Digi | 12t     | 0     |
| While you have Machine Endurance: once (twice if you're an Nemesis NPC) before your next Turn you may redirect 1 Digital Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +2 Digital Equipment Slots. |              |         |           |        |                     |            |         |       |

## Example Misc Items, Services & Tasks

- » All Misc items require no Draw action to equip and unequip, unless stated otherwise.
- » The example Misc Items, Services and Tasks listed here are intended to inspire GMs and we encourage you to create more.

| Core                                                                                            | Notes                                                                                                                                                                                                                                                                                                                                                                  | Acquire    |
|-------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
| CHITS                                                                                           | Trinket, May be physical or digital items, May exchange 1 for +1 to a failed roll where wealth would help (Stacks), Installing AUGs costs 4 CHITS.<br>They are either: Credits, Information or Tech.                                                                                                                                                                   | Loot       |
| Hand Comm                                                                                       | Trinket, Communicate (digital data, visual, audio, access a Stream, etc...) with Comm devices over 300 Kilometres of unobstructed space.                                                                                                                                                                                                                               | Free**     |
| Flash Light                                                                                     | Trinket, 0 or 1 Handed, Remove all Low Light Cover from yourself and a Splash 1 area within 10 spaces of you.                                                                                                                                                                                                                                                          | Free**     |
| Bulky Toolbox                                                                                   | Large, Counts as a Toolbox for a non-Combat Skill.                                                                                                                                                                                                                                                                                                                     | Free**     |
| Common Items                                                                                    | Few changes of clothes, backpack and any other minor items that are suitable to your character concept.                                                                                                                                                                                                                                                                | Free**     |
|  Assist          | Task, Grant +1 to another character's Skill Roll, *10t if assisting an Acquisition Roll.                                                                                                                                                                                                                                                                               | 10*        |
|  Remove Effect   | Task, Remove all effects of one type (ie: Bleeding, Burn, Suppressed, etc...) from a character.                                                                                                                                                                                                                                                                        | 12         |
|  Impair          | May Suppress both characters during their next Turn, The winner may also move the other characters a number of spaces equal to 'their Body - their opponent's Body' (Data - opponent's Data if this is a digital effect from a Code Skill). If suitable to the situation, the GM may declare your opponent completely incapacitated while you remain adjacent to them. | 10 to 16   |
|  Stealthed       | *You require Cover against all enemies, Move at 1/2 speed and may not be perceived or Attacked. You lose Stealthed if you: 'Attack with a Weapon without the 'Invisible Attack' Keyword, You lose Cover against any enemy facing you, An enemy performs a successful Awareness Skill Roll on you. The Locked On effect is applied to you.'                             | 10 to 16*  |
|  Override        | Control the next Action of a target with a -1 Machine Attribute or 1-2 Durability. All actions taken by target make use of their abilities (ie: Attributes, Skill bonus, etc...) and must be performed to the best of their capabilities and this effect Does not Stack.                                                                                               | 12         |
|  Code Skill      | Increase difficulty by +2 to +4 if Skill does not match Encoding of target.<br>**1 free per character at character creation.                                                                                                                                                                                                                                           |            |
| General                                                                                         | Notes                                                                                                                                                                                                                                                                                                                                                                  | Acquire    |
|  Bulky Toolbox | Large, Counts as a Toolbox for a non-Combat Skill.                                                                                                                                                                                                                                                                                                                     | 14         |
|  Toolbox       | +1 to a specific Trained non-Combat Skill (Does not Stack).                                                                                                                                                                                                                                                                                                            | 14t        |
| Compact Toolbox                                                                                 | Small, Counts as a Toolbox.                                                                                                                                                                                                                                                                                                                                            | 18t        |
| Advanced Toolbox                                                                                | Trinket, Counts as a Toolbox.                                                                                                                                                                                                                                                                                                                                          | 24t, 1 Kn  |
| Common Item                                                                                     | Gain a common item, Size is set by GM (Trinket, Small, Large or none).<br>Examples: Clothes, digital scroll, ladder, meal, rope, simple computer, simple lockbox, external hard drive, simple telescoping pole, tent, etc...                                                                                                                                           | 10 to 14   |
| Expensive/Rare Item                                                                             | Gain an expensive/rare item, Size is set by GM (Trinket, Small, Large or none).<br>Examples: Antidote, bomb, encrypted lockbox, extravagant clothes, feast, forged ID, filtration pump, quality binoculars, quality map, etc...                                                                                                                                        | 10t to 14t |
| Hire Help                                                                                       | Task, Hire a group of unskilled NPCs (or a single skilled NPC) to help you for a short time, May grant +1 or +2 to all appropriate rolls.                                                                                                                                                                                                                              | 10t to 16t |
| Rent Workshop                                                                                   | Task, Rent a Workshop (+1 to a specific Trained Skill) for a short amount of time (ie: 1 day to 1 week).                                                                                                                                                                                                                                                               | 8t to 12t  |
| Healing Rolls                                                                                   | Notes                                                                                                                                                                                                                                                                                                                                                                  | Acquire    |
|  First Aid     | Task, Heal 2 Attribute damage to all nearby characters that was dealt in the past 5 minutes.<br>May only be successfully applied once per character and outside combat, See Pg: 54 for more details.                                                                                                                                                                   | 12         |
|  Care          | Task, Heal 1 Meat and 3 Machine Attribute Dmg.                                                                                                                                                                                                                                                                                                                         | 12t        |
|  Install AUG   | Task, Requires Workshop, Costs 4 CHITS (3 if replacing an AUG).<br>Gain '+1 Power, Attribute point and AUG'.                                                                                                                                                                                                                                                           | 14t        |
| Heal/Repair Self                                                                                | Your Healing/Repair roll is affecting yourself.                                                                                                                                                                                                                                                                                                                        | +2         |
| Mix Heal & Repair                                                                               | Must pass a suitable Assist Roll (ie: Medicine and Mechanics).                                                                                                                                                                                                                                                                                                         | 10         |
| Perception                                                                                      | Notes                                                                                                                                                                                                                                                                                                                                                                  | Acquire    |
|  Flash Light   | Trinket, 0 or 1 Handed, Remove all Low Light Cover from yourself and a Splash 1 area within 10 spaces of you.                                                                                                                                                                                                                                                          | 8          |
| Flood Light                                                                                     | 1 Handed, Large, Remove all Low Light Cover from in a Splash 1 area around yourself and a Splash 2 area within 30 spaces of you.<br>Strong Hit: <b>Blinding - Light:</b> All characters facing you within your Splash 2 area suffer Abundant Light Heavy Cover against their next Attack.                                                                              | 10t        |
| Exotic Filter                                                                                   | Your light shines in an exotic light spectrum (ie: UV, IR, etc...).                                                                                                                                                                                                                                                                                                    | +6t        |
|  Scanner       | Trinket, 0 or 1 Handed, Detect energy readings in a Splash 1 area within 10 spaces of you.                                                                                                                                                                                                                                                                             | 8          |
| Wide Band Scanner                                                                               | 1 Handed, Large, Detect energy readings in a Splash 1 area around yourself and a Splash 2 area within 30 spaces of you.<br>Strong Hit: <b>Blinding - Scan:</b> All characters facing you within your Splash 2 area suffer Firewall Heavy Cover against their next Attack.                                                                                              | 10t        |
| Exotic Filter                                                                                   | Your Scanner can only be detected by a specific type of Code Skill (ie: Deity, Demon or Peon).                                                                                                                                                                                                                                                                         | +6t        |

| Communication                                                                      |                       | Notes                                                                                                                                                                                                                    | Acquire    |
|------------------------------------------------------------------------------------|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
|    | Auto Hacker           | Trinket, May be deployed to a device and will continue to work on that device for a long time with only a single Skill Roll (ie: may be deployed to a lock and will slowly start to pick it while you defend the area).  | 14t        |
|                                                                                    | Camera & Microphone   | Transmit (digital data, visual and/or audio) to set comm devices over 300 Kilometres of unobstructed space.                                                                                                              | 8          |
|    | Comm Backpack         | Large, Communicate and intercept (digital data, visual, audio, access a Stream, etc...) with comm devices over 300k Kilometres of unobstructed space (ie: moons and planets are typically 400k apart).                   | 12t        |
|                                                                                    | Hand Comm/Headset     | Trinket, Communicate (digital data, visual, audio, access a Stream, etc...) with comm devices over 300 Kilometres of unobstructed space.                                                                                 | 10         |
|    | Basic                 | 1 Handed.                                                                                                                                                                                                                | -4         |
|                                                                                    | Bug                   | May be attached to almost any surface, and may be deployed from a non-Energy Weapon.                                                                                                                                     | +2t        |
|    | Drone - Crawl         | Companion (Defence 16, Armour 2, Durability 1, Move 4), May not Carry items, This Companion may travel up to 2 kilometres from you.                                                                                      | +1t        |
|                                                                                    | Drone - Hover         | Companion (Defence 12, Armour 1, Durability 1, Move 5), May not Carry items.<br>This Companion may hover may travel up to 2 kilometres from you.                                                                         | +2t        |
|    | Drone- Flight         | Companion (Defence 18, Armour 0, Durability 1, Move 8), May not Carry items.<br>This Companion may fly and travel up to 2 kilometres from you and may extend the range of your comms (ie: bounce signal over mountains). | +4t        |
|                                                                                    | Coded                 | Your comm signal is encoded with an additional layer of encryption.                                                                                                                                                      | +1t to +4t |
|    | Exotic Link           | May gain access to an exotic network (ie: private Voidnet, private Stream grid, etc...).                                                                                                                                 | +2t to +4t |
|                                                                                    | Hidden                | Your Comm device is difficult to detect (ie: it is very small, cloaked, etc...).                                                                                                                                         | +2t to +4t |
|    | High Bandwidth        | Increased data upload and download speed.                                                                                                                                                                                | +1 to +4   |
|                                                                                    | Holo Projector        | May transmit and display 3d holographic scenes.                                                                                                                                                                          | +1         |
|    | Jammer                | Specialization: jamming Comm signals.                                                                                                                                                                                    | +2         |
|                                                                                    | Multispectral         | Your comm can see in multiple light spectrums (ie: UV, IR, etc...).                                                                                                                                                      | +2t        |
|   | Rent, Deep Space Comm | Task, Communicate (digital data, visual, audio, etc...) with any Deep Space Comm device in the system for a short time.                                                                                                  | 16t        |
| Security                                                                           |                       | Notes                                                                                                                                                                                                                    | Influence  |
|  | Proximity Sensors     | Small, Set Up (30+ minutes) to secure a 50m x 50m area, May be linked to Traps and Weapons with the Emplacement Modification: will automatically attack (using -2 Hit, not the Skill of a character) once per Turn.      | 12t        |
|                                                                                    | Select One:           |                                                                                                                                                                                                                          |            |
|  | Data                  | This proximity detects digital signals.                                                                                                                                                                                  | +4t        |
|                                                                                    | Energy                | This proximity detects energy changes (ie: heat, radiation, etc...).                                                                                                                                                     | +2t        |
|  | Motion                | This proximity detects movement changes (ie: shifts in air pressure).                                                                                                                                                    | +0t        |
|                                                                                    | Sound & Data          | This proximity detects sound changes and data transfer.                                                                                                                                                                  | +0t        |
|  | Shackles              | Small, May be used to bind 2 limbs together on an adjacent character, Requires a suitable Skill Roll of 16 to remove without a key.                                                                                      | 12         |
|                                                                                    | Advanced              | +2 Difficulty to remove without a key.                                                                                                                                                                                   | +1t        |
|  | Bulky                 | May bind +2 limbs together, +2 Difficulty to remove, Lose Small.                                                                                                                                                         | +0         |
|                                                                                    | Cheap                 | -2 Difficulty to remove without a key.                                                                                                                                                                                   | -4         |
|  | Exotic                | Binds limbs in an exotic way (ie: energy shackles, psionic mind lock, etc...).                                                                                                                                           | +2t        |
|                                                                                    | Wall                  | Large, May be Set Up (1+ hour) to secure a 20m x 20m area.                                                                                                                                                               | 12         |
|  | Select One: Arc-Fire  | Deals 4 General Damage to all characters who cross it.                                                                                                                                                                   | +2t        |
|                                                                                    | Exotic                | Trinket, Creates an exotic wall (ie: All-Power barrier, psionic ward, etc...), Provides Heavy Physical Cover.                                                                                                            | +4t        |
|  | Synth-Steel           | -75% Set Up time, Provides Heavy Physical Cover.                                                                                                                                                                         | +2         |
|                                                                                    | Force Field           | -75% Set Up time, Does not inhibit movement and attacks out from inside the secured area, Provides Heavy Physical Cover.                                                                                                 | +4t        |
|  | Holo                  | -50% Set Up time, All characters within the secured area become Stealthed once the area is secured.                                                                                                                      | +6t        |
|                                                                                    | Uniform               | Trinket, Identifies the user as a member of a faction.                                                                                                                                                                   | 12         |
|  | ID Chip/Card          | Trinket, Identifies the user and can be used to bypass specific security systems.                                                                                                                                        | 12t to 16t |
|                                                                                    | Forged                | Risky to use.                                                                                                                                                                                                            | +2t to +4t |
|  | Fairy Fire            | Small, 1 Use, You are Locked On and you gain +4 to an Awareness Skill Roll to detect Stealthed characters within 4 spaces of you (Does not Stack).                                                                       | 16         |
|                                                                                    | Faker                 | Small, 1 Handed, Creates fake sensor blips that may confuse enemy sensors.                                                                                                                                               | 14t        |
|  | Forged/Fake CHITS     | Counts as a CHITS but is risky to use.                                                                                                                                                                                   | 16t        |
|                                                                                    | Inquiry Holo Cube     | Counts as an Awareness Tool, Can be used to create holographic 3d recreations of a past scene based off available data (ie: recreate a crime scene based on blood splatters, bullet holes, footprints, etc...).          | 16t        |

|  | Supplies              | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Acquire |       |
|--|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-------|
|  | Canister of Ley Dust  | Small, Must be used within 2d6 days of acquisition and 1 hour of activation, May be used to hold Ley Dust that can power Ley Dust equipment and abilities (ie: activate a Jump Gate).                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 18t     |       |
|  | Extra Provisions      | May comfortably sustain a person for 1 week.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Free    |       |
|  | Extra Munitions       | Small, One of your Physical Weapons may Reload +2 times (normally limited to 3 times).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 10      |       |
|  | Fuel Tank             | May be used to fuel specific types of machinery, May explode (dealing 4 General Energy Damage in a Splash 1 area).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 8       |       |
|  | Oxygen Tank           | May be used to resupply oxygen supplies, May explode (dealing 3 General Physical Damage in a Splash 2 area).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 8       |       |
|  | Portable Generator    | Large, May be used to power large electronic equipment, May explode (dealing 3 General Energy Damage in a Splash 1 area).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 12t     |       |
|  | Power Cell            | Small, May be used to power electronic equipment, May explode (dealing 4 General Energy Damage in a Splash 1 area).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 12      |       |
|  | Poison/Virus          | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Acquire |       |
|  | Mild                  | Trinket, 1 Use, Characters who consume/access this poison/virus are sick (-10 max Endurance) for 1 week if they fail a suitable Skill Roll of 14.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 12      |       |
|  | Knockout              | Trinket, 1 Use, Characters who consume/access this poison/virus are knocked out for 1 hour if they fail a suitable Skill Roll of 14.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 14      |       |
|  | Lethal                | Trinket, 1 Use, Characters who consume/access this poison/virus will become sick (-10 max Endurance) and then die within 1 day if they fail to receive a suitable Skill Roll of 14.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 16      |       |
|  | Advanced              | +X Skill Roll difficulty to resist and cure this poison/virus.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | +Xt     |       |
|  | Common                | -2 Skill Roll difficulty to resist and cure this poison/virus.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | -2      |       |
|  | Delivery              | Munition 1: All characters damaged by this Weapon are infected by this poison/virus (Does not Stack).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | +0t     |       |
|  | Invisible             | Detecting this poison is very difficult (Skill Rolls to resist should be rolled by the GM).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | +2t     |       |
|  | Antidote              | Cures a poison/virus in a GM determined amount of time, * May require an Acquisition Roll or Research units if the poison is powerful and rare. If you are familiar with this specific poison/virus (ie: you made it): you gain +4 to all Skill Rolls to resists and cure it.                                                                                                                                                                                                                                                                                                                                                                                       | 14-16*  |       |
|  | Unique Hacks          | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Acquire |       |
|  | Unique Hack - Deity   | When acquired roll 1d6 and you gain 1 of the following abilities that may be used ONCE on characters with Deity Encoding:<br>» 1-2) Strong Hit: <b>Glimpse Data: Aura 4:</b> You learn a secret from a character.<br>» 3-4) Strong Hit: <b>Data Overload: Aura 20:</b> A character may not Attack until an appropriate Skill Roll of 14 is made.<br>» 5-6) Strong Hit: <b>Siphon Data: Aura 20:</b> You secretly steal a Data CHITS from a character, but it must be spent within 1d3 days.                                                                                                                                                                         | 14t     |       |
|  | Unique Hack - Demon   | When acquired roll 1d6 and you gain 1 of the following abilities that may be used ONCE on characters with Demon Encoding:<br>» 1-2) Strong Hit: <b>Read Network: Aura 100:</b> An enemy and all of their allies are Locked On until an appropriate Skill Roll of 12 is made.<br>» 3-4) Strong Hit: <b>Network Breach: Aura 10:</b> All enemies suffer -10 Machine Defence until an appropriate Skill Roll of 12 is made.<br>» 5-6) Strong Hit: <b>Ping SEC:</b> SEC security forces will gain information on the location and abilities of a specific character and will hunt them down if they are a criminal (speed and intensity are dependent on their crimes). | 14t     |       |
|  | Unique Hack - Peon    | When acquired roll 1d6 and you gain 1 of the following abilities that may be used ONCE on characters with Peon Encoding:<br>» 1-2) Strong Hit: <b>Decipher OS: Aura 10:</b> For 1 month you gain +2 to all Attack, Skill and Acquisition Rolls against a character and all who share their style of Peon Encoding.<br>» 3-4) Strong Hit: <b>Leg Lock: Aura 10:</b> A character may only move or Attack (their choice) until an appropriate Skill Roll of 12 is made.<br>» 5-6) Strong Hit: <b>Mind Jack: Aura 10:</b> You Override a character (even if no machine Attribute is below 0).                                                                           | 14t     |       |
|  | Home Base             | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Acquire | Power |
|  | Building              | Task, You gain a building.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 2x 14t  | +0    |
|  | Select One: Cheap     | le: A tiny Maker-issued unit in The Bellows of a Megahab, A shanty house in The Chaff, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | -4      | +0    |
|  | Modest                | le: A small home in The Commons of a Megahab, A spacious home in The Chaff, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | +0      | +0    |
|  | Expensive             | le: A spacious home in the upper portions of The Commons in a Megahab, A luxury home in The Chaff, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | +6      | +1    |
|  | Extravagant           | le: A modest home in The Promenade of a Megahab, An entire building in The Chaff, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | +14     | +2    |
|  | Aesthetic Renovations | You add aesthetic renovations to your building (ie: fine art, statues, etc...).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 14t     | +0    |
|  | Spacious Renovations  | Your building's base size increases by +25%.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 2x 16t  | +0    |
|  | Basic Fortifications  | le: deadlocks, window guards, motion sensors, cameras, alarm, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 12t     | +0    |
|  | Adv Fortifications    | le: advanced cybersecurity, automated turrets, signal jammers, private security contract, trained guard animals, traps, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 18t     | +1    |
|  | Exotic Fortifications | le: defence against a specific type of technology, holographic decoys that show fake activity, unusual guards/informants, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 18t     | +0    |
|  | Workshop              | Everyone with regular access to this Building gains +1 to a specific Trained Skill (Does not Stack).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |         |       |
|  | Jump Gate             | You building is equiped with a Jump Gate that allows instant travel to other Jump Gates.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 2x 20t  | +2    |
|  | Hire Cheap Staff      | le: a small number of Can workers, rusted/old/junk robots, a JOI hologram, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 12t     | +0    |
|  | Hire Modest Staff     | le: a moderate number of guards, robots, competent workers, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 14t     | +1    |
|  | Hire Expensive Staff  | le: special forces, advanced combat robots, bribed SEC agents, skilled specialists, high-tech workforce, spacecraft crew, etc...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 16t     | +2    |
|  | Business              | Task, If your building has at least '2 Renovations, Staff and a good business idea' then you gain +1 Spare Time Point per session (Stacks up to twice if you have at least 4 Renovations and 2 different Staff).                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 3x 20t  | +2    |

| Transportation                                                                                  | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Acquire   | Power |
|-------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|-------|
|  Vehicle        | May carry a GM set amount of characters/equipment, those inside may gain Light Physical Cover, Emplacement Weapons may be installed onto this vehicle, has 0 Endurance, may only be engaged by characters and vehicles travelling at a similar relative speed (-1d6 Hit and +6 Defence if faster) and the GM places you onto the Battle Map in a suitable location and controls your movement (Driving Skill Roll to steer).<br>Defence: 14, Armour: 4, Durability: 4. | 2x 14t    | +0    |
| Select One:                                                                                     | Flight May fly at very high speed over most terrains, <b>Armour: -1.</b>                                                                                                                                                                                                                                                                                                                                                                                               | +4        | +2    |
|                                                                                                 | Hover May travel at high speed over most terrains, <b>Durability: -1.</b>                                                                                                                                                                                                                                                                                                                                                                                              | +2        | +1    |
|                                                                                                 | Legs/Animal May travel at slow speed over a wide range of terrains.                                                                                                                                                                                                                                                                                                                                                                                                    | +0        | +0    |
|                                                                                                 | Tracks May travel at moderate speed over a wide range of terrains.                                                                                                                                                                                                                                                                                                                                                                                                     | +0        | +0    |
|                                                                                                 | Wheeled/Boat May travel at high speed over a specific terrain (ie: road, water, etc...).                                                                                                                                                                                                                                                                                                                                                                               | -2        | +0    |
| Select One:                                                                                     | Fragile Grants no Cover to those inside, <b>Armour -1, Durability -1.</b>                                                                                                                                                                                                                                                                                                                                                                                              | -2        | -1    |
|                                                                                                 | Agile Agile, Defence +4, Durability -1.                                                                                                                                                                                                                                                                                                                                                                                                                                | +0        | +0    |
|                                                                                                 | Common                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | +0        | +0    |
|                                                                                                 | Bulky Lacks agility, Defence -4, Durability +2.                                                                                                                                                                                                                                                                                                                                                                                                                        | +2        | +0    |
|                                                                                                 | Tough Grants Heavy Physical Cover to those inside, <b>Armour +1.</b>                                                                                                                                                                                                                                                                                                                                                                                                   | +4        | +1    |
|  Hire Transport | Task, transport equipment/Characters via an NPC vehicle or spacecraft (ie: skyrail, truck, etc...).                                                                                                                                                                                                                                                                                                                                                                    | 12 to 14t | -     |

| Example Vehicles | Notes                                                                                                                                                                                                                                                                           | Acquire | Power |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-------|
| Robot Horse      | May carry 2 characters, Grants no Cover to riders.<br>(Animal, Agile) May travel at slow speed over a wide range of terrains (faster on open plains) and is agile.<br>*If you own a Robot Horse Weapon (ie: Assistant with the Melee Variation): Use its Armour and Durability. | 2x 14t  | 0     |
| Hover Bike       | May carry 2 characters, Grants no Cover to riders.<br>(Hover, Fragile) May fly at very high speed over most terrains.<br>Defence: 14, Armour: 3, Durability: 2.                                                                                                                 | 2x 14t  | 0     |
| Space Fighter    | May carry 2 characters, Grants Light Cover to those inside.<br>(Flight, Common) May travel at high speed over most terrains (including space).<br>Defence: 14, Armour: 3, Durability: 4.                                                                                        | 2x 18t  | 2     |
| Tank             | May carry 4 characters, Grants Heavy Physical Cover to those inside.<br>(Tracked, Tough) May travel at moderate speed over a wide range of terrains.<br>Defence: 14, Armour: 5, Durability: 4.                                                                                  | 2x 18t  | 1     |
| Truck            | May carry 12 characters and has a large amount of storage space, Grants Light Physical Cover to those inside.<br>(Wheeled, Bulky) May travel at high speed over roads, Lacks agility.<br>Defence: 10, Armour: 4, Durability: 6.                                                 | 2x 14t  | 0     |

| Vehicle Weapons                 | Hit Dice                                                                                                                                                                                                                                      | Hit | Range | End Dmg | Crit Dmg | Weapon Type         | Kind     | Acquire  | Power |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|----------|---------------------|----------|----------|-------|
| Turreted Cannon (Cannon)        | 3d6                                                                                                                                                                                                                                           | +0  | 5     | 9       | 6        | Strike, Antimatter. | Physical | 12t, 18t | 7     |
|                                 | Large, Splash 1, Cost 1 Munition, Pierce 1, *+1 Power for Henchmen and Troop NPCs, <b>Modification:</b> Emplacement (permanently mounted to a Vehicle).                                                                                       |     |       |         |          |                     |          |          |       |
| Military-Grade Scram Tower (MG) | 3d6*                                                                                                                                                                                                                                          | -1  | 2     | 6       | 5        | Strike, Shiv.       | Digital  | 12t, 15t | 4     |
|                                 | Large, Munition Boost (+3d6 Hit), *Attacks are always applied to the first non-adjacent intervening character (as if triples were rolled) in addition to your target.<br><b>Modification:</b> Emplacement (permanently mounted to a Vehicle). |     |       |         |          |                     |          |          |       |

| Pet & Bots  | Notes                                                                                                                | Acquire |
|-------------|----------------------------------------------------------------------------------------------------------------------|---------|
| Pet         | A very small Companion (Defence 16, Armour 0, Durability 2, Move 6), May not carry items.                            | 6       |
| Bot         | Durability +2, This Companion is a robot.                                                                            | +2      |
| Exotic      | This Companion has a special form of movement (ie: may fly, may function in a specific hostile environment, etc...). | +4      |
| Fast        | Defence +2, Durability -1, Move +4.                                                                                  | +2      |
| Intelligent | May be trained a new command with an Acquisition Roll with a 14t, Comes with 1 trained ability.                      | +0t     |
| Tough/Lucky | Armour +3.                                                                                                           | +4      |

| Example Pet & Bots   | Notes                                                                                                                                                                                                           | Acquire |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| Bird (Exotic, Fast)  | A very small Companion (Defence 18, Armour 0, Durability 1, Move 10), May not carry items, May fly.                                                                                                             | 12      |
| Graffiti Drone       | A very small Companion (Defence 16, Armour 0, Durability 4, Move 6), May not carry items, May fly and quickly spray paint in complex pre-programmed ways (ie: tags, art, etc...). May be programmed with a 14t. | 12t     |
| Hound                | A very small Companion (Defence 16, Armour 3, Durability 2, Move 6), May not carry items, May be trained a new command with a 14t.                                                                              | 10t     |
| (Intelligent, Lucky) | Knows how to guard a person/object.                                                                                                                                                                             |         |

<Character\_Sheet>

NAME: \_\_\_\_\_

FORM: \_\_\_\_\_

ENCODING: DEITY/DEMON/PEON



<Attributes>

|         | MEAT |  | (18) | AUGs |
|---------|------|--|------|------|
| BODY    |      |  |      |      |
| LIMBS   |      |  |      |      |
| MIND    |      |  |      |      |
| DATA    |      |  |      |      |
| NETWORK |      |  |      |      |
| EDGE    |      |  |      |      |

</Attributes>

## CHITS

+1 to a failed roll = 2 CHITS  
Gain an AUG = 4 CHITS\*  
\*and an Install AUG roll

| Credits | Info | Tech |
|---------|------|------|
| 2       | 2    | 2    |

## SPARE TIME

+1 per Session  
Acquisition Rolls +[ ]

|   |
|---|
| 8 |
|---|

## SKILLS x8

|                    | Trained | 4+ Attribute | 6+ Attribute | Toolbox, Vt | Workshop, Vt | Form/AUGs | Total | AUGs |
|--------------------|---------|--------------|--------------|-------------|--------------|-----------|-------|------|
| Social             |         |              |              |             |              |           |       |      |
| _Subtle... (Mind)  | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Force... (Body)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Insight... (Net)  | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Culture            |         |              |              |             |              |           |       |      |
| _Upper... (Mind)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Under... (Edge)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Common... (Net)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Physical           |         |              |              |             |              |           |       |      |
| _Brute... (Body)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Finesse... (Lim)  | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Stealth... (Mind) | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Awareness (Edge)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Resolve... (Data)  | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Driving... (Lim)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Mechanics (Body)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Hardware... (Data) | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Code               |         |              |              |             |              |           |       |      |
| _Deity... (Data)   | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Demon... (Net)    | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| _Peon... (Edge)    | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |
| Medicine... (Lim)  | [ ]     | [ ]          | [ ]          | [ ]         | [ ]          | [ ]       | [ ]   | [ ]  |

## COMBAT SKILLS x2

|          |     |     |     |     |
|----------|-----|-----|-----|-----|
| Firearms | [ ] | [ ] | [ ] | [ ] |
| Brawling | [ ] | [ ] | [ ] | [ ] |
| Teamwork | [ ] | [ ] | [ ] | [ ] |

## SPECIALIZATIONS

+2 to all non-Acquisition, non-Attack Rolls narratively connected to this topic.

## EQUIPMENT SLOTS

Physical...4 +Body +[ ] = [ ] Digital...4 +Data +[ ] = [ ]

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## HOME BASE

Location: \_\_\_\_\_

|  |  |
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DRIVE: \_\_\_\_\_ Re-Rolls.....1 + [ ] = [ ]

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## NOTES

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## STRONG HIT REQUIREMENTS RESULT

Effort

You may re-roll a single die from this Roll.

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

**MEAT**

**BODY** ..... 1

**LIMBS** ..... 2

**MIND** ..... 3

**MACHINE**

**DATA** ..... 4

**NET** ..... 5

**EDGE** ..... 6

Random Location

Damage:

-1 Attribute = Bleeding (12 to remove).  
-4 Attribute = Death.

-1 Attribute = May be Overridden.  
-4 Attribute = Death.

## COVER

### 1) LIGHT

+Mind/Edge Defence.  
May attempt to Stealth.

### 2) HEAVY

+ (Mind/Edge x2) Defence.  
-2 End Dmg (min 1).

### 3) ENTRENCHED

+ (Mind/Edge x3) Defence.  
+1 Meat/Machine Armour.  
Requires 2 different Types of Cover.

## MUNITIONS

### 3 PER WEAPON

- Physical: +106 Hit Dice per use. Limited to 3 Reloads.
- Energy: +2 End Dmg per use. Start of Turn: Regain 1 Munition.
- Digital: Strong Hit +1 per use. 10 Machine End Dmg on Reload.

## POWER

Highest Weapon  +  
Stances  + Number of AUGs

## STANCE

Meat -

Combat Order

+Mind

Defence

+Limbs

Endurance

xBody

Armour

Type & Variation

Physical  
Energy  
Digital

Acquire

Power

Machine -

+Edge

+Net

xData

Physical  
Energy  
Digital

## WEAPONS

Improvised

Hit Dice

+Hit (+Skill)

Range

End Dmg

Crit Dmg

Type & Variation

Physical  
Energy  
Digital

Acquire

Power

1 Handed, Blunt, No Munitions, Select One: (Fist: Innate, Physical, Max Range: 1), (Weapon: Large, Physical, Max Range: 1) or (Hack: Trinket, Digital, Max Range: 20).

## COMPANION

Hit Dice\*

+Hit (+Skill)

Range

End Dmg\*

Crit Dmg

Type & Variation

Physical  
Energy  
Digital

Acquire

Power

Defence

Armour

Durability

Bodies

Skill Roll Max

+1  
\*+1 per Attacking Body.

Physical  
Energy  
Digital

## ACTIONS, 2 PER TURN

### SNAP SHOT

Move 3.  
Attack.

### REPOSITION

Move 5 or  
gain Cover +1.

### STEALTHED

Skill Roll (Meat: Req Cover).  
May not be perceived.  
1/2 Movement.

### FIRST AID

Skill Roll: 12, No Combat.  
Heal any 2 Attribute Damage to all nearby characters that  
was dealt within 5min (Does not Stack).

### SIGHTED SHOT

Attack.  
Hit: +Limbs/Network.  
Range: +3.

### OVERWATCH

May Attack\* or Move 3 in  
response to any Action.  
\*Range: +3.

### IMPAIR

Skill Roll.  
May Suppress both.  
Push Body/Data - Body/Data.

### CARE

Acquire Roll: 12t  
Heal 1 Meat Damage.  
Heal 3 Machine Damage.

### INSTALL AUG

Acquire Roll: 14t  
Req Workshop.  
Costs 4 CHITS\*

### TAKE AIM

Crit Loc +/-1.  
Reduce Cover by 1.

### PREPARE

Select Two: Draw, 1/2 Reload,  
Recover 3, Move 3 or Skill Roll.

### OVERRIDE Skill Roll 12.

Control the next Action of a target with a -1 Machine  
Attribute or 1-2 Durability (Does not Stack).

Gain +1 Power, Attribute & AUG.  
Heal any 8 Attribute Damage.  
\*3 CHITS if replacing an AUG.

## STRONG HIT

Effort

## REQUIREMENTS

Once per Attack.

## RESULT

You may re-roll a single die from this Roll.

Critical Hit

Critical Boost

All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (1d3, 1d6, 1d3+3) Attribute.

+1 Critical Damage vs all damaged characters with 0 Endurance (both Meat and Machine if Energy) (Stacks).

Damage & Notes

1-2 Durability = May be Overrided.  
0 Durability = Death.

## HENCHMEN /TROOP



Hit Dice\*

+Hit (+2)

Range

End Dmg\*

Crit Dmg



Type & Variation

Max Power

Move

Attribute

Defence

Endurance

Armour

Durability

Bodies

AUGs & Notes

\*Henchmen: +1 per Attacking Body.

Damage & Notes

-1 Attribute = Bleeding (12 to remove).  
-2 Attribute = Death.

-1 Attribute / 1-2 Durability = May be Overrided.  
-2 Attribute / 0 Durability = Death.

## SKILLED/NEMESIS

Name

Encoding: Deity/Demon/Peon.

Max Power

Meat  
BODY  
LIMBS  
MIND

Defence  
Endurance  
Armour

Stance +   
xBody +   
+   
=

+Limbs =   
+   
=

Machine  
DATA  
NET  
EDGE

Defence  
Endurance  
Armour

+   
xData +   
+   
=

+Network =   
+   
=

Com Order

+   
+Mind  
+Edge =

+   
=

Form, Variations, AUGs, Stances & Notes

## WEAPONS



Hit Dice

+Hit (+Skill)

Range

End Dmg

Crit Dmg

Type & Variation



Power

## WEAPONS



Hit Dice

+Hit (+Skill)

Range

End Dmg

Crit Dmg

Type & Variation



Acquire

Power

Improvised 3d6 +2/-2/+0 1/1/Data 2/4/3 2/3/0 None.

## ACTIONS, 2 PER TURN

### SNAP SHOT

Move 3.  
Attack.

### REPOSITION

Move 5 or  
gain Cover +1.

### STEALTHED

Skill Roll (Meat: Req Cover).  
May not be perceived.  
1/2 Movement.

### FIRST AID

Skill Roll: 12, No Combat.  
Heal any 2 Attribute Damage to all nearby characters that  
was dealt within 5min (Does not Stack).

### SIGHTED SHOT

Attack.  
Hit: +Limbs/Network.  
Range: +3.

### OVERWATCH

May Attack\* or Move 3 in  
response to any Action.  
\*Range: +3.

### IMPAIR

Skill Roll.  
May Suppress both.  
Push Body/Data - Body/Data.

### CARE

Acquire Roll: 12t  
Heal 1 Meat Damage.  
Heal 3 Machine Damage.

### TAKE AIM

Crit Loc +/-1.  
Reduce Cover by 1.

### PREPARE

Select Two: Draw, 1/2 Reload,  
Recover 3, Move 3 or Skill Roll.

### OVERRIDE

Skill Roll 12.  
Control the next Action of a target with a -1 Machine  
Attribute or 1-2 Durability (Does not Stack).

### INSTALL AUG

Acquire Roll: 14t  
Req Workshop.  
Costs 4 CHITS\*

Gain +1 Power, Attribute & AUG.  
Heal any 8 Attribute Damage.  
\*3 CHITS if replacing an AUG.

## STRONG HIT

Effort

## REQUIREMENTS

Once per Attack.

## RESULT

You may re-roll a single die from this Roll.

Critical Hit

All damaged characters suffer your Weapon's Critical Damage (-target's Armour) to a random (1d3, 1d6, 1d3+3) Attribute.

Critical Boost

+1 Critical Damage vs all damaged characters with 0 Endurance (both Meat and Machine if Energy) (Stacks).

## SKILLS

- Social\_Subtle
- \_Force
- \_Insight
- Culture\_Upper
- \_Under
- \_Common
- Physical\_Brute
- \_Finesse
- \_Stealth
- Awareness
- Resolve
- Driving
- Mechanics
- Hardware
- Code\_Deity
- \_Demon
- \_Peon
- Medicine

## COMBAT SKILLS

- Firearms
- Brawling
- Teamwork
- Grid

## REWARDS

- +3 CHITS per 2 Sessions.
- +1 Spare Time Point per Session.

## POWER =

Highest Wpn + Stances + #AUGs.

## CHITS

Credits, Info, Tech.  
2 CHITS = +1 to a failed roll (Stacks).

## MUNITIONS

### 3 PER WEAPON

- Physical: +1d6 Hit Dice per use.  
Limited to 3 Reloads.
- Energy: +2 End Dmg per use.  
Start of Turn: Regain 1 Munition.
- Digital: Strong Hit +1 per use.  
10 Machine End Dmg on Reload.

## COVER

### 1) LIGHT

+Mind/Edge Defence.  
May attempt to Stealth.

### 2) HEAVY

+ (Mind/Edge x2) Defence.  
-2 End Dmg (min 1).

### 3) ENTRENCHED

+ (Mind/Edge x3) Defence.  
+1 Meat/Machine Armour.  
Requires 2 different Types of Cover.

GM

Damage & Notes

1-2 Durability = May be Overrided.  
0 Durability = Death.

## HENCHMEN /TROOP



|           |           |       |          |          |
|-----------|-----------|-------|----------|----------|
| Hit Dice* | +Hit (+2) | Range | End Dmg* | Crit Dmg |
|           |           |       |          |          |



Type &amp; Variation

Max Power

Move

Attribute

Defence

Endurance

Armour

Durability

Bodies

AUGs &amp; Notes

\*Henchmen: +1 per Attacking Body.

Damage & Notes

1-2 Durability = May be Overrided.  
0 Durability = Death.

## HENCHMEN /TROOP



|           |           |       |          |          |
|-----------|-----------|-------|----------|----------|
| Hit Dice* | +Hit (+2) | Range | End Dmg* | Crit Dmg |
|           |           |       |          |          |



Type &amp; Variation

Max Power

Move

Attribute

Defence

Endurance

Armour

Durability

Bodies

AUGs &amp; Notes

\*Henchmen: +1 per Attacking Body.

Damage & Notes

-1 Attribute = Bleeding (12 to remove).  
-2 Attribute = Death.

Machine

DATA  
NET  
EDGE

-1 Attribute / 1-2 Durability  
= May be Overrided.  
-2 Attribute / 0 Durability = Death.

## SKILLED/NEMESIS

Name

Encoding: Deity/Demon/Peon.

Max Power

|         |       |  |
|---------|-------|--|
| Meat    | BODY  |  |
|         | LIMBS |  |
|         | MIND  |  |
| Machine | DATA  |  |
|         | NET   |  |
|         | EDGE  |  |

|           |        |   |       |                |   |  |
|-----------|--------|---|-------|----------------|---|--|
| Defence   | Stance | + |       | +Limbs         | = |  |
| Endurance |        |   | xBody | +              |   |  |
| Armour    |        | + |       |                | = |  |
| Defence   |        | + |       | +Network       | = |  |
| Endurance |        |   | xData | +              |   |  |
| Armour    |        | + |       |                | = |  |
| Com Order |        | + |       | +Mind<br>+Edge | = |  |

Form, Variations, AUGs, Stances &amp; Notes

## WEAPONS



|          |               |       |         |          |
|----------|---------------|-------|---------|----------|
| Hit Dice | +Hit (+Skill) | Range | End Dmg | Crit Dmg |
|          |               |       |         |          |

Type &amp; Variation



Power

Damage & Notes

-1 Attribute = Bleeding (12 to remove).  
-2 Attribute = Death.

Machine

DATA  
NET  
EDGE

-1 Attribute / 1-2 Durability  
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## SKILLED/NEMESIS

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Encoding: Deity/Demon/Peon.

Max Power

|         |       |  |
|---------|-------|--|
| Meat    | BODY  |  |
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|         | MIND  |  |
| Machine | DATA  |  |
|         | NET   |  |
|         | EDGE  |  |

|           |        |   |       |                |   |  |
|-----------|--------|---|-------|----------------|---|--|
| Defence   | Stance | + |       | +Limbs         | = |  |
| Endurance |        |   | xBody | +              |   |  |
| Armour    |        | + |       |                | = |  |
| Defence   |        | + |       | +Network       | = |  |
| Endurance |        |   | xData | +              |   |  |
| Armour    |        | + |       |                | = |  |
| Com Order |        | + |       | +Mind<br>+Edge | = |  |

Form, Variations, AUGs, Stances &amp; Notes

## WEAPONS



|          |               |       |         |          |
|----------|---------------|-------|---------|----------|
| Hit Dice | +Hit (+Skill) | Range | End Dmg | Crit Dmg |
|          |               |       |         |          |

Type &amp; Variation



Power

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